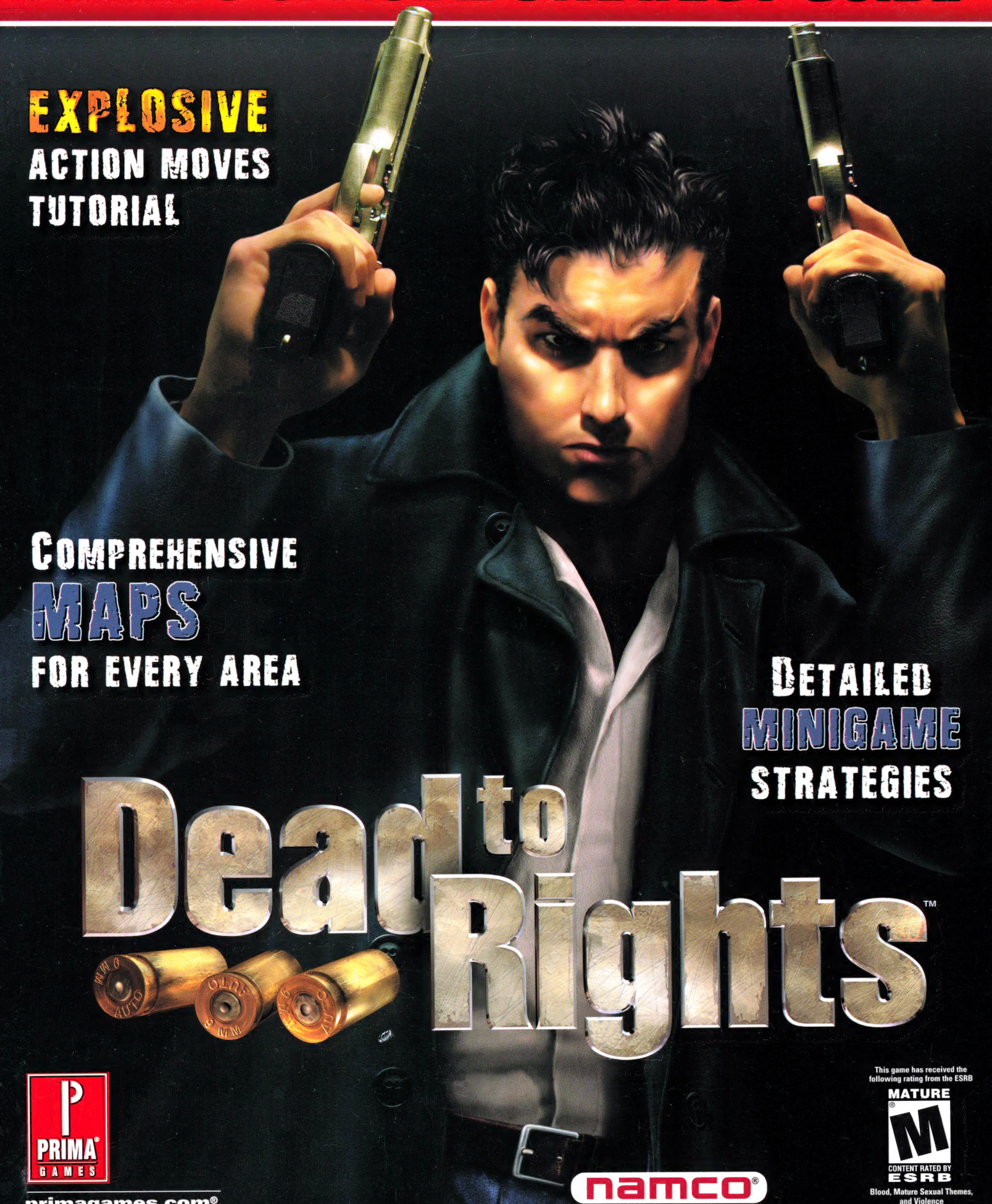
PRIMA'S OFFICIAL STRATEGY GUIDE



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Dead to Rights™

PRIMA'S OFFICIAL STRATEGY GUIDE

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ISBN: 0-7615-3941-7
Library of Congress Catalog Card Number: 2002109755
Printed in the United States of America

02 03 04 05 GG 10 9 8 7 6 5 4 3 2 1

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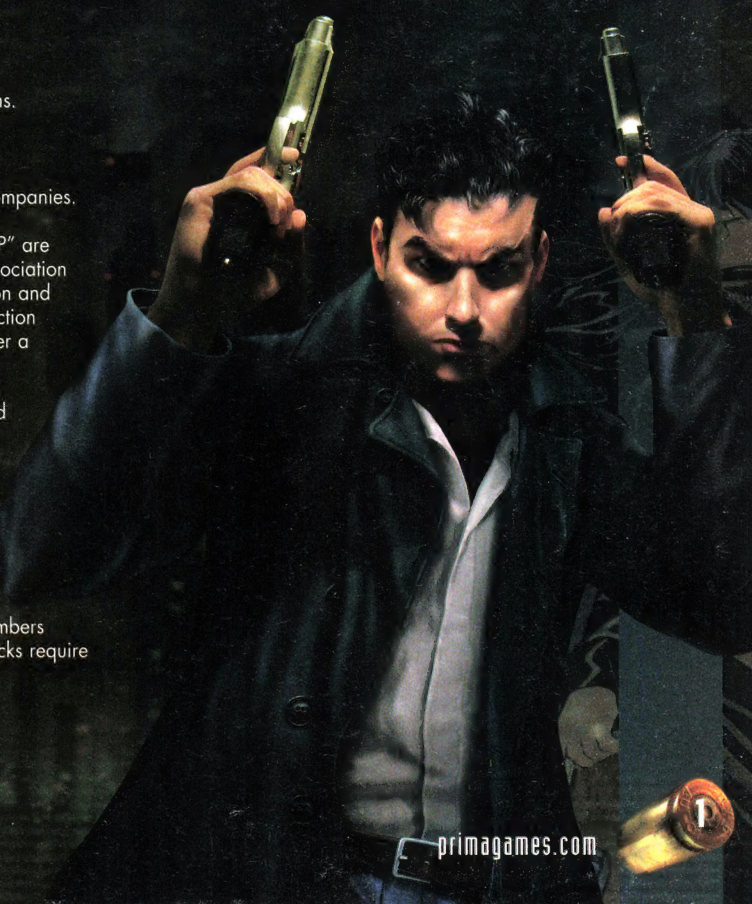
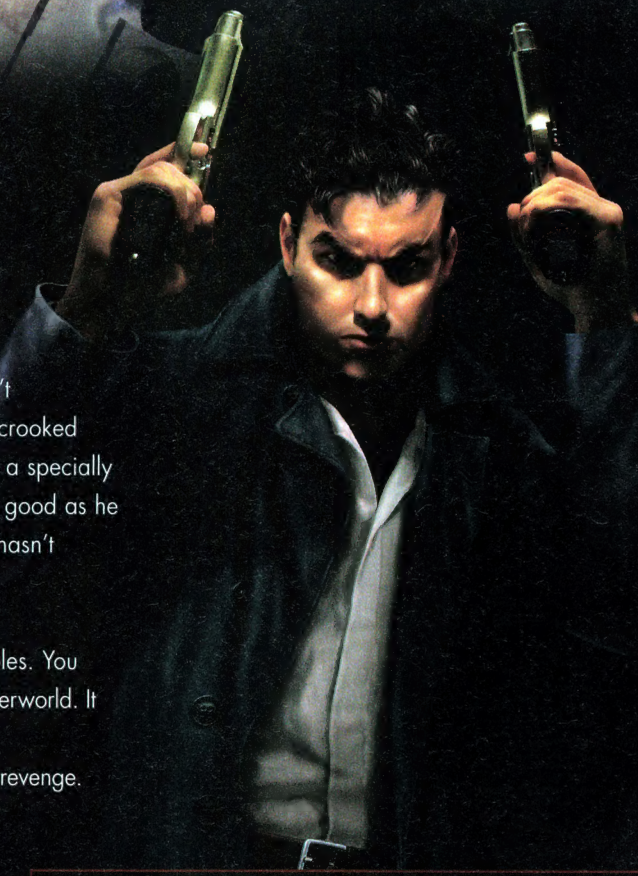


Introduction



Rock This Town

Welcome to Grant City. There's justice in this town, but it can be hard to find. The local political scene is dominated by shady deals and fat-cats lining their pockets and building up armies of cronies.

Grant City is the home of Jack Slate, a K-9 police officer who hasn't compromised his view of right and wrong. Jack's an honest cop in a crooked town, which means he's as tough as they come. Paired with Shadow, a specially trained canine, Jack patrols the streets and does good. Or at least as good as he can. Not everyone wants a good cop on Grant City's force, but that hasn't stopped Jack.

Yeah, Grant City's hard. For Jack Slate, it's about to get harder.

In *Dead to Rights™* you play the part of Jack Slate, cop with troubles. You face off against the meanest and most vile characters in the city's underworld. It can be difficult, it can be challenging, but now you have us.

This guide gives you the low-down on Grant City and Jack's quest for revenge. We've got your back, now get out there, officer, and do some good.

How to Use This Guide

Dead to Rights™—Prima's Official Strategy Guide is organized to give you fast and easy access to the information you need to get through this game.

Walkthrough

The numbers on the maps correspond to the numbers on the screens and in the text that comes after each map. They point out important events, minigames, and tasks.

They're onto Hildy and you. You have to get her out of this mess. Blatz's crew wants to put the hurt on you. (3) Use some of your excellent fighting moves to turn the tide. These goons aren't so tough.

The same number appears three times: on the map, on the screen, and in the text. The words describe what happens, the map shows where that event occurs, and the screen gives you a visual of what will happen.

This guide will take you step by step through almost every battle, door, and room in the game. *Dead to Rights™* has an enormous amount of ground to cover and a mind-boggling number of enemies to fight. The first part of this guide prepares you with information about gameplay—from how Jack moves to how best to use your weapons. The walkthrough section shows in great detail which enemies you'll face and what tasks you have to complete. How you use all that knowledge is up to you.

Enemies

The game is broken up into chapters. Each chapter has several sections. Each time a new section starts, there is a list of upcoming enemies, weapons, and items. If there is a map for that area, it is provided.

NOTE

Not all areas have been mapped. In those instances, refer to the screens to get your bearings.

Each enemies section tells you what type of foes you'll face, how they are armed, and how strong they are. Pay attention to these sections as they'll provide you with important intelligence about who you're up against.

Worker
Strength: *Low*
Weapons: .45 Automatic Pistol, M92 Silenced Pistol, SPAS-12 Shotgun

Get Out There

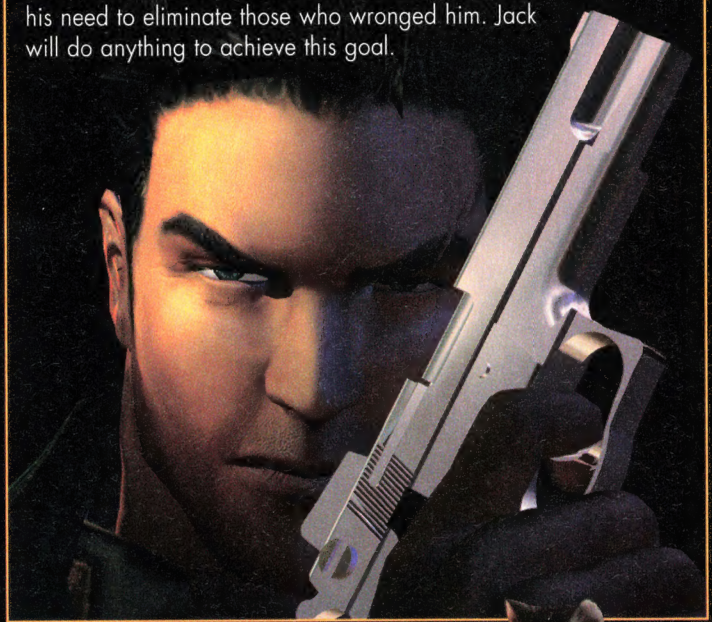
Read this info, learn the moves, walk the walk, and talk the talk. You're about to hit the mean streets of Grant City, rookie, so pull up your boots—it's time to get dirty.

Meet the People

Characters

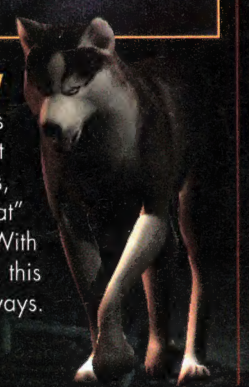
JACK SLATE

Jack is a hard-nosed K-9 cop who doesn't take crap from anybody. What was a routine call becomes a personal vendetta against the crime elements of Grant City when he finds his father, Frank, murdered. Determination and vengeance fuel his need to eliminate those who wronged him. Jack will do anything to achieve this goal.



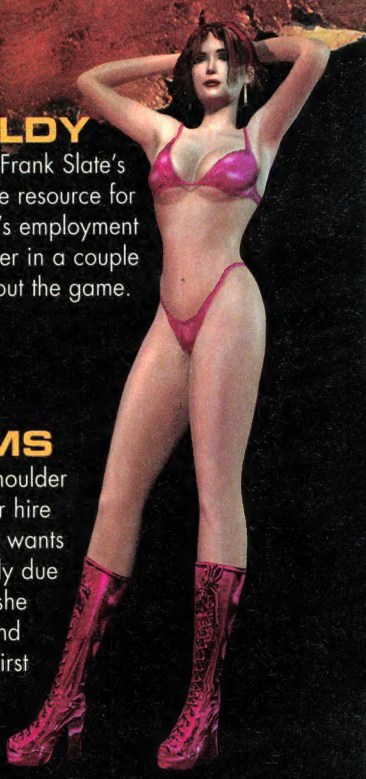
SHADOW

Jack cannot do the job alone. Shadow, his faithful furry partner, backs him up. Against multiple enemies armed with deadly weapons, Shadow is a valuable ally. "Go for the throat" isn't just a figure of speech for Jack's partner. With a keen sense of smell and accurate jaws, this canine helps his master in many ways.



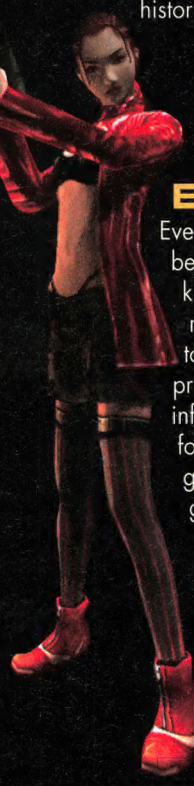
HILDY

This beauty worked as Frank Slate's assistant and is a valuable resource for information and help. Hildy's employment history is spotty. You see her in a couple of jobs throughout the game.



EVE ADAMS

Eve has a chip on her shoulder because an assassin for hire killed her brother. She wants revenge. A worthy ally due to her weapon skills, she provides fire support and information. Guns, a thirst for vengeance, and great legs—she's a girl after Jack's heart.



MAYOR PINNACLE

The current mayor of Grant City owns companies such as Pinnacle Construction and Pinnacle Security. He has had to take a defensive stance in his reelection campaign thanks to his opponent, Gloria Exner. She has bombarded Pinnacle with accusations of financial improprieties and condemnations of the Grant City Anti-Crime officers (GAC). To counter this, he's promised massive urban renewal to better Grant City.

GLORIA EXNER

As the challenging mayoral candidate, she wants to rid Grant City of crime and corruption with aggressive reform policies. She is especially suspicious of how GAC is being used and funded. Not one to avoid a fight, Exner has run a very aggressive campaign against Mayor Pinnacle. She's got him in a corner and he's beginning to sweat.

DICK HENNESSEY

Hennessey, head of GAC (Grant City Anti-Crime), is not the most charming fellow. His GAC teams are ruthless enforcers of Grant City law. Gloria Exner has accused them of stormtrooper tactics and violations of citizens' rights. Hennessey hates Jack and anybody else that gets in his way. Given his strong ties to Mayor Pinnacle, though, this cop could go far.

FAHOOK UBDUHL

Rumor has it that Fahook is a prince of some Middle Eastern oil-producing country. True or not, he is definitely a man with connections and power. Considered to be responsible for almost all of the crime in Grant City, he keeps himself isolated from public view.

PREACHERMAN JONES

Preacherman Jones has turned to the Lord to help him through trying times in prison. A friend of Jack's father Frank, Preacherman will do anything to help the younger Slate. Good deeds are their own reward, but Preacherman just wants out of the joint.

Learn, Jack, Learn: The Basics

This section is the game in a nutshell. Here you can find the details that will take you from rookie beat cop to detective in no time. With this information, you can handle just about anything Dead to Rights™ can throw at you.

Meters & Gauges

Jack's well-being is measured in a series of gauges in the screen's upper left. You need to know what they mean. Keep an eye on them as you play, and base your decisions on the information they provide. Is it possible to rush the gang of thugs waiting for you at the end of the street? Or should you take it slowly, picking them off one by one? It all depends on where your gauges are. See at a glance if Jack is healthy or not, armored or not.

TIP

If you're not in a fight, the gauges fade from sight. Press Ⓡ to make them reappear.

LIFE

This green meter gets shorter as Jack sustains damage. When the Health Meter is nearly gone, the control pad vibrates intermittently. This means that Jack needs some Health packs.

ARMOR

The Armor Meter completely fills when Armor is picked up. When taking damage, the blue meter drains first. After it is completely gone, the Health Meter drains next. If damage continues, Jack dies. Sometimes Armor doesn't absorb damage. Keep an eye out for Armor lying around.

ADRENALINE

Adrenaline allows Jack to engage enemies in slow-motion while aiming his weapons in real-time. This allows Jack to target multiple enemies and give them the greeting they deserve. This thin yellow meter can mean the difference between life and death. When this meter is drained, no more action with panache. Adrenaline slowly regenerates. As Jack defeats enemies, this meter fills up quicker. Some actions, such as performing the Human Shield, disarming a baddie, throwing an enemy in hand-to-hand combat, and using Shadow, fill the meter faster. This meter is consumed when Jack blocks in hand-to-hand fighting. The longer Jack blocks, the faster the Adrenaline Meter goes. When it is completely gone, blocking opponents' hits drains Jack's Health Meter.

STAMINA

Shadow is a valuable asset—an instant kill. However, he can be used only when the Shadow Stamina Gauge is full. Notice the picture of Shadow's lovable face and the thin green bar under it. That's the

Shadow Stamina Gauge. Once you've attacked with Shadow, the Shadow Stamina Gauge is completely depleted. The meter then slowly regenerates. This limits the use of Shadow, which balances out the K-9's instant kill ability. Oh yeah, Shadow brings back some nice toys when he tackles baddies. More on that later.

HUMAN SHIELD METER

In special circumstances you can take a Human Shield (more info on how it appears later on in this section). When you do this a meter appears, showing your shield's remaining vitality. When it is depleted, the poor sap dies and you go back to normal.

FRIEND

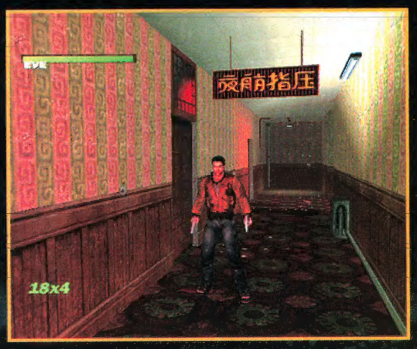
In a few spots of the game you're asked to take care of a special somebody. You must keep that friend alive by blasting foes before they get your buddy. Keep tabs on your pal's health with a Health Meter in the screen's upper left, under your Armor Meter (or Adrenaline Meter if your Armor is gone).

Walk the Walk: Movement

SEE JACK RUN

Getting around in Grant City isn't a chore. You can control Jack within the first few minutes. Handling him well, however, can take some time. You must get used to some things to effectively paint the town red.

First, you must learn to use L and R in conjunction. L does most of the work, moving Jack in the direction you push the stick. However, R moves the camera around. It can be dangerous to saunter down a street if you can't see what's at the other end. Use R to swivel the camera around Jack, to view what's behind him or in front of him. Always maintain a clear line of sight. It's no good being in a firefight with your eyes staring at a blank wall over Jack's shoulder.



Sure, he's pretty, but what's he running into?

CROUCHING

Catching bullets is a sure way to miss out on your pension, so put something between you and them. Parked cars, statues, pallets of cement, and other hefty items make perfect cover.

Use L to make Jack crouch behind cover, making him a smaller target and keeping his noggin from being exposed. Gotta keep those brains inside the head to get revenge, Jack.

Do cops on the run still get retirement benefits?

WALL MODE

When you've got a convenient corner or other flat surface (such as a big truck) Jack can enter Wall Mode. Face the wall and press B to make the tough guy put his back to it. When in Wall Mode you can press ◀L or L▶ to sidestep—slowly—to the edge of the corner and take a peek at what's waiting beyond.

While at the corner, press and hold R and Jack will pop out and target the nearest enemy. Tap A to shoot. Fire off a few rounds and then release R, and Jack snaps back around the corner and out of harm's way. This is incredibly useful for taking on gangs of bad guys that are positioned near a corner. When you're done, push L away from the wall and Jack goes on his way.

CAUTION

If a foe rushes past the wall you're up against, Jack will not target them in Wall Mode. You must push L away from the wall to get out of Wall Mode and deal with the eager beaver.

Back to the wall, perps around corner.

Hold R and Jack pops out to say hello. Surprise!

DIVE, JACK, DIVE!

OK, here it is, the reason Jack Slate is the most ass-kickin' dog-cop of them all. Tap Y and our hero dives. It takes a little finesse to get the timing right, but you can control the direction of the dive with L. It can get you to cover quick, or fling you at an enemy that you want to use as a Human Shield (more on that later).

Press and hold Y for a second longer and Jack dives in slow-motion. His bullets and targeting, however, stay at normal speed. You can destroy a string of enemies in one dive if you play your cards (and your targeting) right.

Each slow-motion dive drains your Adrenaline Meter a bit. It replenishes after time, but this means you can't go through a whole fight in slow-motion. When you're finished with a slow-motion dive (because you've killed off your target, for example) press Y again to go to full speed and conserve that adrenaline.

OK, you can't tell in this picture, but Jack is going really, really slowly.

Using the slow-motion dive can be a big help in defeating tough enemies. You can fire dozens of bullets during a single dive.

TIP

When you're slow-motion diving to plug a strong foe, you can fire bullets as fast as you can press A. Use your index finger to get a rapid fire tap going.

Shootin' the Sh...Shells: Firearm Training

Let's face it, Grant City is a hard town. To dig through the layers of deceit and corruption, Jack needs some firepower. The types of weapons at our hero's disposal are detailed in a later section. Here we give you the low-down on the throw-down: how to handle your guns without going off half-cocked.

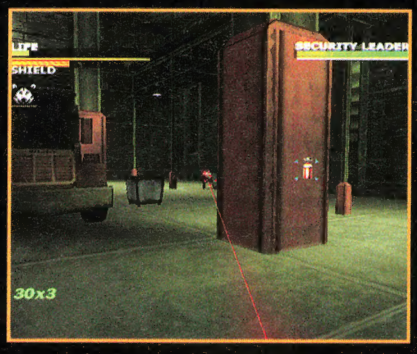
SEE JACK AIM: TARGETING

You can't hit what you can't see. Hold R to make Jack aim at the nearest enemy. A targeting reticule spins toward and locks on to a creep. Jack can target guys behind him as well. Holding R makes him spin around if someone's behind him and his front is clear. Use L to turn Jack to target someone out of his line of sight if active targets remain in front of him.

Continue holding R to keep the target locked. Once you let go, Jack forgets who he's shooting at. Hold R and he twists to keep firing at the target no matter which way you move him.

These guys are lined up for a lead shower.

Using R is called Auto-Targeting. You don't choose which enemy you're shooting at, it's automatically decided. If you need to fire at a specific bad guy, use the Manual Targeting system. Press BLK and the view changes. A reticule appears and zooms in, as if you're seeing through Jack's eyes. Move this targeting icon with L. This is useful for taking down snipers, or taking a head shot at a thug crouching behind cover. Press BLK again to exit Manual Targeting.



Use Manual Targeting to send special messages to the criminal element.

CAUTION

You can't do anything else while using Manual Targeting. Jack just stands there while you fiddle with your aim. Make sure the perps aren't rushing you, or you'll end up face down on the concrete, attracting flies.

RED LIGHT GREEN LIGHT: RETICULE COLORS

So, you've got R held down and you see a reticule consisting of four triangles pointing toward a center point. As you get closer or farther from your target, the reticule changes colors. This lets you know what chance you have of hitting your victim.

GREEN

Green, although usually the universal sign for "go," means you have no shot. The bad guy is out of your gun's range. Either switch to a weapon with a longer range, or get closer to the target. Do not waste ammo on a green target.

YELLOW

A yellow reticule is a decent shot, though not the best. You'll hit the sucker, but only about half the time. Situations may force you to take shots at yellow targets, but if you can, switch to a longer range gun or get closer.

RED

Fire! A red target indicator means you can nail that bastard to the wall. Shoot, shoot, shoot.

BLUE

When the reticule goes blue your target is going to his or her version of the afterlife. Ease off that trigger 'cause they ain't getting any deader.

TAKE YOUR PICK: WEAPON SELECTION

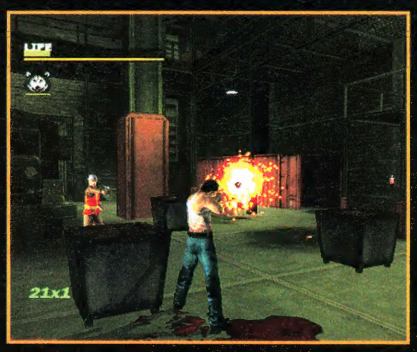
As you'll see in a later section, there are a lot of weapons in *Dead to Rights™*. You'll encounter several of them on each level. To choose which weapon you want Jack to use, press ◀ or ▶ to cycle through his weapons and/or Shadow. If a weapon runs out of ammo, Jack throws it away and switches to the next one in line.

THE TOSS AND SHOOT: CANISTERS

They just leave these things lying around.

Ol' Jacky-boy has a few tricks up his sleeve. His favorite, however, is using high-pressure canisters (propane, extinguishers) like bombs. You'll find canisters throughout the levels, usually with four small blue triangles pointing them out. Simply walk up to one and Jack snaps it up.

Press and hold R to target a group of thugs and tap A to toss the canister at them. Time slows as the small bomb flies through the air. Release R and then hold it again so Jack targets the canister. When it is right above the offending group, press A and Jack pops the cylinder over their heads.

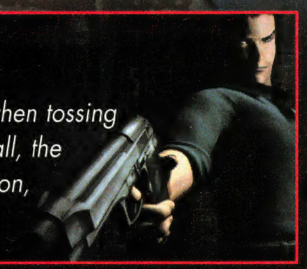


Boom!

To drop a canister press ◀ or ▶ to switch to a weapon. You can't carry a canister in your inventory. Jack simply ditches it on the ground.

CAUTION

Make sure you have a clear throw when tossing a canister. If Jack's right next to a wall, the canister will collide with the obstruction, clattering away harmlessly.



Up Close and Personal

While it's true that guns allow combatants to keep their distance from each other, sometimes it pays to get close to your foe. In *Dead to Rights™* there are two ways to do this.

DISARM

I'll take that.

If you find yourself with no bullets left, get close to an armed thug and press B. Jack deftly pulls the weapon away from the hapless lunkhead. He doesn't do it gently—he leaves his target dead in the process. Two birds with one stone!

TIP

If you just want to start using hand-to-hand combat with a foe during a gun fight, press ✥ and Jack holsters his weapon and starts fighting with his bare hands.

You can unlock several disarm maneuvers as you play. You get a text notification when you do so. Sometimes the disarms are different according to what gun your opponent is using. Press START, then use ✥ to select the "Disarms" column. Set the "Random" option to "No," then you can check out what disarms you've unlocked and the button combos for them.

If you successfully perform four disarms with any weapon type, then the fifth (next) disarm should unlock a new disarm. That is, if the player doesn't happen to die, then it will reset.

Pistol Disarms

One-two Crunch (B)
- Switch Animation Speeds
- Switch Camera Angles

No Brainer (↑+B)
- Switch Animation Speeds
- Switch Camera Angles

One For The Road (→+B)
- Switch Animation Speeds
- Switch Camera Angles

Hard Boiled (↓+B)
- Switch Animation Speeds
- Switch Camera Angles

Bullet In The Head (←+B)
- Switch Animation Speeds
- Switch Camera Angles

Shotgun Disarms

Beeyatch Kicks (B)
- Switch Animation Speeds
- Switch Camera Angles

Peek-A-Boom (↑+B)
- Switch Animation Speeds
- Switch Camera Angles

Make A Wish (→+B)
- Switch Animation Speeds
- Switch Camera Angles

Keep Your Chin Up (↓+B)
- Switch Animation Speeds
- Switch Camera Angles

A Perfect Ten (←+B)
- Switch Animation Speeds
- Switch Camera Angles

Rifle Disarms

Moving Violation (B)
- Switch Animation Speeds
- Switch Camera Angles

And F'n Stay Down (↑+B)
- Switch Animation Speeds
- Switch Camera Angles

Twist And Shoot (→+B)
- Switch Animation Speeds
- Switch Camera Angles

Sunny Side Up (↓+B)
- Switch Animation Speeds
- Switch Camera Angles

Rolling Thunder (←+B)
- Switch Animation Speeds

HUMAN SHIELD

They wouldn't shoot their comrade, would they?

Criminals are not nice. When a cop takes one of their own for a Human Shield, crooks feel no qualms about firing at their buddy. If you get close to a foe while you have a gun, press B and Jack puts the perp into a chokehold and fires his gun over the guy's shoulder.

NOTE

You cannot use Shadow while you have a Human Shield.

When you take a Human Shield you'll see a Human Shield Meter appear below your Armor Meter (or your Adrenaline Meter if your Armor is already gone). This measures the life of the guy you're holding onto. When he dies your shield is gone.

NOTE

You can only shoot with one hand when you have a shield. This means that you can't double-fist pistols, but you can use any other weapon without penalty.

If you're lugging around a Human Shield, Jack can take only slow shuffling steps. Don't try to chase anyone with a shield in tow. If you're done with the shield and he's still alive, press B again and Jack plugs a round into the creep's head, allowing the K-9 cop to move about freely again.

Done with this joker? Press B to get rid of him.

GAME HINTS

It's effective to use the slow-motion dive mechanic to enter new areas; this allows you to rotate the camera (via the right stick) to get a lay of the land, while enemy reactions are slowed. After you know where you want to take cover, cancel the dive to preserve Adrenaline.

Fist Fighting

Slug-fests—get used to them.

While weapons are Jack's preferred method of negotiation, sometimes he has to resort to fisticuffs when dealing with ruffians.

FOUR FUNDAMENTALS

You need to use four buttons when Jack has to get his hands dirty. Each one functions separately or in combination with the others. First we'll talk about what they do alone.

FIGHTING CONTROLS

Button	Action
A	Punch
X	Kick
B	Throw
R	Block

You use A and X a lot for obvious reasons. You can hit either one multiple times to make multiple strikes. Tap A five times and Slate whips out a five-punch string. Tap X three times and he dishes out a three-kick combo.

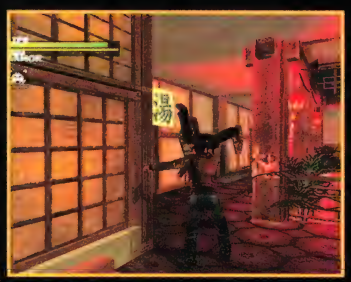
Once he's completed a string—up to five punches or three kicks—Jack pauses. You can't simply punch or kick forever, that would be too easy.

Punch drunk?

When you're close to an enemy, press B and our hero grabs the thug by the lapels and, after a second, tosses him to the ground.

GAME HINTS

When engaged in hand-to-hand combat, use the "dodge" feature to your advantage, but don't get a lazy trigger finger. When holding the right trigger to dodge/block, the frustrated enemy will often try to throw Jack. When this happens, *quickly* press B to break the throw or Jack will take heavy damage. After you get the hang of this, you'll be kicking serious behind.



Does the floor look clean to you? Why don't you take a closer look.

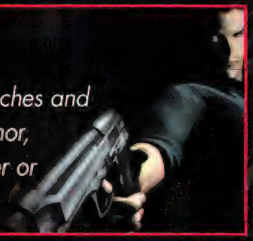
The B button serves another purpose. Once you unlock the Throw Breaker move (at Iron Point Penitentiary) you can use B to break a throw. The timing is critical and difficult to master. As soon as you see Jack get grabbed, quickly tap B and he busts out of the hold.

That brings us to R, blocking. Hold R and Jack guards against any punch or kick thrown at him, ducking and dodging as the blows rain down. However, there are two important caveats. Blocking drains adrenaline. Even if no one's fighting you, the Adrenaline Meter drains while you hold R. When someone is actually taking swings and Jack is floating like a butterfly, the gauge drains in large chunks.

The other problem is that R does *not* protect you from being thrown. A creep can just reach out and grab you while your guard is up. Timing is everything.

CAUTION

Armor does not protect against punches and kicks. They won't damage your Armor, but you take the full beating whether or not you're wearing a flack jacket.



PUTTING IT TOGETHER

Now that you're comfortable with the four basic buttons, let's talk about combining them. You can use simple punch or kick strings, but you can get some hard shots in by mixing it up.

Every combo has to start with a punch. Throw a few haymakers with A and then throw in a quick kick or two with X. Here's a breakdown of the combos of punches and kicks you can perform:

NOTE

As mentioned earlier, you can tap A one to five times to get a string of punches, or you can tap X one to three times for a string of kicks. This list is for combinations of the two.

PUNCH/KICK COMBOS

A,X
A,A,X
A,A,A,X
A,A,A,A,X
A,A,X,X

Of these, our favorite is A,A,X,X. You need to be close to your boxing partner, but pull it off and Jack punches twice, does a roundhouse kick to the head followed by a sweep of his opponent's legs, and sends the foe crashing to the floor. It's particularly useful in crowd situations, as the leg sweep might catch a couple of thugs, clearing some space.

A common occurrence in a fight against multiple enemies is that Jack will have his back to a foe. You cannot block an attack that comes from behind. Press A+X and Jack performs a spinning backhand, giving a solid knock on the teeth to anyone behind him.

Uh oh, Jack's left his back exposed in a prison fight. Press A+X and he'll rectify the mistake.

A final note about combos. When you use B to grab a guy prior to throwing him, there's a moment before Jack hurls him to the ground. During that time, press either A or X to add a little extra punishment. Press A and Jack smacks the guy in the face a few times. Press X and our hero's knee plays a single note on his opponent's church bells. During that pause a bad guy could break the hold, so choose quickly to get off your shot.

Choices, choices. Knee or knuckle?

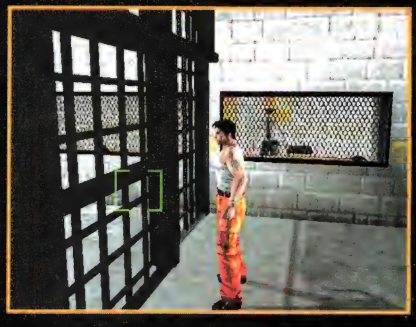
NOTE

A few tips on fighting technique can be found in the "Tactics" section and sprinkled throughout the walkthrough.

Playing with Stuff: Action Icons

Not all doors are open to a cop. Some can be broken down with a proper warrant, but Jack needs to be more selective. When running around the *Dead to Rights™* locations you occasionally see a pair of blinking red or green brackets. They could be on a door, a desk, or any number of other things that Jack can interact with.

Red brackets mean you can't do anything with it yet.



Green brackets equal "Good to go!"

These Action Icons indicate the proper path for Jack to take. If a door has the green Action Icon flashing on it, that's the door you need to go through. If it's red, figure out how to make it green so you can make progress.

Step up to a red Action Icon and press B. Listen to what Jack has to say and watch for text on the screen that clues you in to what needs to be done: find a key, clip a wire, or some other task. Sometimes a door is locked simply because you need to clear a room of bad guys.

See that text in blue? That tells you what to do.

When an Action Icon is green, press B to see what happens. If you're stuck in an area, unsure of what you're supposed to do next, check for any missed Action Icons.

A Puzzle Within: Minigames

In several parts of *Dead to Rights™* you have to play a minigame to progress. Everything from picking locks to arm-wrestling shows up.

The minigames are usually tests of your button speed, timing, and/or thumbstick coordination—and sometimes all of the above. Details on each minigame can be found in the walkthrough at the point where you encounter them.

Who'd have thought that weight lifting would be an essential skill for a video game?

Game Modes

What's On the Menu

Pressing START at the Title Screen brings up the main menu, allowing you to choose from six options. Get familiar with them so you can navigate the game with ease.

NEW GAME
This option lets you start a new game.

LOAD GAME
If you have previously played the game, choose this option to start from where you last saved. There are 10 slots available to save your game. You can use those slots to save the same game at 10 different points, or share them among different play-throughs.

OPTIONS
You can adjust the game to your liking based on the following variables. The settings are saved with your saved game. Here's a run down of the adjustable options.

VIBRATION
Turn the controller vibrations on or off. Don't want to have the control pad rocking every time Jack gets hit or shot? Set this to off for smooth sailing.

INVERT AIM
If this is off, pressing ↑ on the left thumbstick makes the cursor move ↑ and pressing ↓ on the left thumbstick moves the cursor ↓. If "Invert Aim" is turned on, press ↑ on the left thumbstick to make the cursor go ↓ and press ↓ to make it go ↑.

BRIGHTNESS
This adjusts the brightness of the screen. If you're playing in a brightly lit room, turn the brightness up so you won't miss anything in the dark areas of the game.

BLOOD
This activates the option to have blood in the game or not. The game can get gory, so choose wisely.

MUSIC
Use this setting to adjust the volume of the music. This does not affect the sound effects or the dialog.

SFX
This adjusts the volume of the sound effects. This does affect the dialog.

DEFAULT
In case you get confused, use this to restore all the options to default settings.

CREDITS
See a list of all the good people responsible for bringing *Dead to Rights™* to life. You'll also see some cool character and level art.

MOVIES
This option allows you to watch the cutscenes of all the levels you have defeated.

CHAPTERS
Select which unlocked chapter to play in the game. Toggle ◀L or R▶ for the chapter you want. Press A to make your choice.

Weapons and Items

Tools of the Trade: Weapons

Jack's got extensive knowledge of the world's firearms. *Dead to Rights™* puts that knowledge to the test with a dazzling array of ordnance that would make any cop-on-the-run's day brighter.

While there's a plethora of weaponry in the game, you won't have access to all the weapons on each level. Check the enemy information at the beginning of each walkthrough section to see what weapons the bad guys are carrying. That lets you know what guns you can collect in that chapter.

Jack has 10 inventory slots that can be used for guns. That's not 10 types of guns, just 10 guns of whatever type. You can carry four .45's, and that will take up four inventory slots. The only way to drop a weapon is to empty it. So, if you're inventory is full but you find a weapon you want, pick a gun you don't want and fire it until you're out of ammo. Then Jack can scoop up the preferred ordnance.

.45 AUTOMATIC PISTOL

Damage: 25
Rounds: 15
Inventory: 4
Range: 30
Rate of Fire: 2.00

Strengths: *You can hold up to four. Great for double fisting! Fast firing.*
Weaknesses: *Effective weapon in the beginning levels but not as powerful as other weapons.*

The .45 Automatic Pistol is one of the game's most common weapons. It can be equipped with both hands for more firepower and pizzazz. It has a decent fire rate and is accurate. The .45 is perfect for close to medium combat. It is a solid weapon until you find something better. Use this when ammo runs low for other weapons. It fires as quickly as you can press Ⓐ, making up for lack of power with volume of lead.

.50 AUTOMATIC PISTOL

Damage: 40
Rounds: 12
Inventory: 4
Range: 40
Rate of Fire: 2.00

Strengths: *Causes significant damage and can be equipped in both hands.*
Weaknesses: *Cannot hold as much ammo as the .45 Automatic Pistol.*

The .50 Automatic Pistol has the perfect blend of knockdown power and range. Extremely useful in "cramped" situations, it can chew through Armor. It is a great weapon against a small number of enemies at close range and decent in medium-range combat.

AKM ASSAULT RIFLE

Damage: 25
Rounds: 30
Inventory: 1
Range: 55
Rate of Fire: 7.00

Strengths: *Automatic and great for medium- to long-distance combat.*
Weaknesses: *Limited ammo capacity.*

The AKM is an improved model of the AK 47, one of the most widely used assault rifles in the world. It is a powerful stopping tool designed to drop enemies with one quick burst. The AKM is effective from close or long range. Short controlled bursts allow you to defeat your enemies with the least number of bullets. It eats through ammo quickly, so watch your bullet count.

FLAMETHROWER

Damage: 125
Rounds: 100
Inventory: 1
Range: 10
Rate of Fire: 2.00

Strengths: *Targets are completely engulfed in flames.*
Weaknesses: *Fuel goes fast.*

The Flamethrower is a powerful weapon that turns targets into walking matchsticks as well as BBQ. It is effective against armored opponents because the Armor doesn't stop damage. Light them up and watch them burn!

L96A1 SNIPER RIFLE

Damage: 60
Rounds: 8
Inventory: 1
Range: 100
Rate of Fire: 0.50

Strengths: *Powerful scope means wicked accuracy.*
Weaknesses: *Slow rate of fire.*

The L96A1 is the standard sniper rifle for the British Army. If you can get some cover, you can eliminate thugs from medium to long range, thanks to its uncanny accuracy. But do not move too much or you may miss. Use the scope to zoom in for head shots. Stay at long range—otherwise you invite counterattack and this is *not* a close-combat weapon.

M4 CARBINE ASSAULT RIFLE

Damage: 30
Rounds: 30
Inventory: 1
Range: 75
Rate of Fire: 8.00

Strengths: *Good penetration and firepower.*
Weaknesses: *Ammo goes quickly!*

This weapon has a great blend of firepower and range. The M4 allows you to battle long-range targets without sacrificing stopping power. It also eats through the Armor of your foes. As with other automatic weapons, short controlled bursts allow you to dispatch your enemies with the least waste of ammo. M4's are some of the best rifles in the game.

M11 SILENCED SUBMACHINE GUN

Damage: 16
Rounds: 70
Inventory: 4
Range: 20
Rate of Fire: 10.00

Strengths: *Can be equipped one per hand and has a high rate of fire.*
Weaknesses: *Weak stopping power and limited range.*

The M11 is actually a modified version of the original M10, invented by Gordon Ingram more than 40 years ago. It is one of the most versatile and well-designed machine guns in the world. Unfortunately, it's accurate only in close-quarters combat. Because of its compact size, it can be equipped one per hand.

M60 MACHINE GUN

Damage: 40
Rounds: 30
Inventory: 1
Range: 75
Rate of Fire: 6.00

Strengths: *High rate of fire and great range.*
Weaknesses: *Ammo can be expended quickly.*

The M60 Machine Gun is an air-cooled, belt-fed, gas-operated automatic weapon. It has been the U.S. Army's general-purpose machine gun since 1950. This weapon was originally developed for use by ground troops, but it is used on many types and classes of ships, river patrol craft, and combat helicopters. Almost everybody knows what this weapon can do. It's the perfect choice to break up a cadre of would-be assassins.

M79 GRENADE LAUNCHER

Damage: 80
Rounds: 2
Inventory: 1
Range: 30
Rate of Fire: 0.50

Strengths: *Can effectively take out a gaggle of enemies.*
Weaknesses: *Slow re-load time.*

The M79 "Blooper" Grenade Launcher first appeared during the Vietnam War. This single-shot weapon shoots a spherical grenade. Be careful because the grenade can bounce around before it explodes. The M79 is extremely useful when several bad guys are close together.

M92 SILENCED PISTOL

Damage: 12
Rounds: 18
Inventory: 2
Range: 30
Rate of Fire: 2.50

Strengths: *Accurate and quiet. Can be equipped one per hand.*
Weaknesses: *Causes minor damage to enemies.*

The M92 Silenced Pistol makes a popping sound when it is fired. This accurate weapon is best used at close to medium range. It takes more shots to neutralize a target, but holding two M92's can be effective. Equipped with a silencer, it can be a deadly weapon against unsuspecting miscreants.

M202A1 ROCKET LAUNCHER

Damage: 200
Rounds: 2
Inventory: 1
Range: 35
Rate of Fire: 0.50

Strengths: *Powerful, will demolish anything.*
Weaknesses: *Slow re-load time. Not for close range.*

The M202A1 Rocket Launcher is a lightweight, shoulder-fired rocket launcher that can destroy almost anything. It is great against multiple enemies or machinery from long distance. Use it to soften up bosses and then go for the kill with other weapons. Do not use this weapon in close-range combat or Jack might end up fried to a crisp.

M210 DOUBLE BARREL SHOTGUN

Damage: 248
Rounds: 8
Inventory: 1
Range: 15
Rate of Fire: 0.50

Strengths: *Anything in front of it is obliterated.*
Weaknesses: *Slow rate of fire and very limited range. Should be used only at close range.*

This particular shotgun has limited range but tremendous firepower. It has a slow rate of fire, so make each shot count. Use the M210 for close-quarters combat only. It is effective with the pop-and-shoot technique or in Wall Mode.

M629 .44 MAGNUM REVOLVER

Damage: 60
Rounds: 8
Inventory: 1
Range: 45
Rate of Fire: 1.33

Strengths: *Laser sighting helps improve aim and causes significant damage.*
Weaknesses: *Limited ammo capacity, medium rate of fire.*

The M629 .44 Magnum Revolver deals damage effectively, making it a good pop-and-shoot weapon. Use this solid weapon in Manual Targeting against medium-distance enemies, due to its accuracy and power.

MARK 3-A2 AUTOMATIC SHOTGUN

Damage: 126
Rounds: 15
Inventory: 1
Range: 20
Rate of Fire: 2.00

Strengths: *Fully automatic. Good ammo capacity. Turns targets into a bloody mess.*
Weaknesses: *Limited range.*

Known as the "Jackhammer," the MARK 3-A2 is designed to be the ultimate close-quarters weapon. It causes massive damage because it fires more rounds at a greater velocity than normal shotguns. One shot causes damage over a wide area. Although it is effective for close- to medium-range combat, gain a clear view of the enemy before firing or you'll waste ammo.

MP5-A5 SUBMACHINE GUN

Damage: 20
Rounds: 30
Inventory: 1
Range: 35
Rate of Fire: 11.00

Strengths: *Automatic and accurate in close to medium combat.*
Weaknesses: *Does not cause as much damage as other weapons, ammo goes quickly.*

The MP5 designator "Maschinenpistole" was conceived by the Germans. Its compact size, accuracy, and power at close to medium distances are well known. This weapon is used widely by both the military and police. Combine short controlled bursts with manual targeting to easily kill any poor sap.

PSG 1 SNIPER RIFLE

Damage: 50
Rounds: 10
Inventory: 1
Range: 100
Rate of Fire: 0.50

Strengths: *The scope makes this a handy long-range weapon.*
Weaknesses: *Not good for close combat, slow re-load.*

If you want to take out an enemy at long range, this is a good weapon to use. It fires a powerful round that is quite deadly at long distances and unbelievably effective at head shots. It does not handle movement well, so keep still and take cover! Zoom in with the scope for an accurate head shot. It's slow to re-load, so make each shot count.

SPAS-12 SHOTGUN

Damage: 126
Rounds: 10
Inventory: 1
Range: 20
Rate of Fire: 1.00

Strengths: *Will blow a hole the size of a basketball into anything!*
Weaknesses: *Not effective in long-range engagements.*

The Italian made SPAS-12 has limited range but tremendous firepower. It's a common weapon that can severely damage your enemies. A shotgun blast at you is not good for your health, so don't get close to enemies equipped with this shotgun. Used for close to medium combat, the SPAS-12 can clean house in no time, because it can take down some targets with one shot.

Items

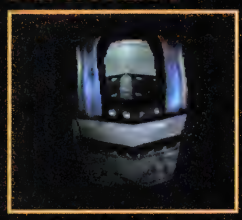
Guns alone won't get Jack out of this situation. With the whole criminal underground of a deeply rotten city after him, he tends to get a few scrapes and bruises. Our hero also encounters locked doors, gates, and other obstacles in his path to righteous revenge.

Various items within the game help Jack prevail. Here's a list of them.

ACCESS CARDS

Access cards allow you to go from one cellblock to another in the prison. Get these by defeating foes or from other characters. The walkthrough details when you need one and how you obtain it.

ARMOR



Armor fills up your Armor Meter. You don't want to be without it, because it protects you from gunshot damage. While it won't protect you from kicks, punches, or head shots from a sniper, Armor is essential to your success. As with health packs, return to pick up Armor later if you do not need it right away.

CANISTERS

Find canisters on the wall or on the ground. Want to make a lasting impression? Toss a flammable canister at a group of hoodlums and shoot it. Ta da! Don't stand near one while you're being shot at, or be too close when you toss one—it hurts.

CIGARETTE PACKS

You need cigarette packs to get through the initial Iron Point Penitentiary level. Obtain them by doing favors, or by picking them up after you knock them loose from a convict. When you get to a specific amount, you can continue. The walkthrough specifies locations.

FIRE EXTINGUISHER

The fire extinguisher shoots propellant to put out the fires in the hotel in Chapter 7: No Vacancy. Find them in storage closets and on walls. The walkthrough gives you specific information.

FUSE

Fuses are on different levels. You need them to proceed in the game. Sometimes they are obtained by killing somebody specific or located in a room. They power doors and elevators.

HEALTH PACKS

Health packs are the way to go when you have a little headache. These little red babies put some new juice in your Health Meter. Not much, but it'll keep you alive. These precious items are scattered throughout levels on the ground, on tables, in phone booths, or on enemies. Search them out or check the map for their positions.

KEYS

You need various keys to progress through the game. Gate Keys, Card Keys, and Hotel Keys are just a few examples. The walkthrough tells you how to obtain each.

LARGE HEALTH PACKS

Large Health packs fully restore health and can make a difference between life and death. Find them on the ground, in a corner, or down an alley. Maximize Large Health packs by engaging enemies till you are about to die, then grab the goods for a quick refresh.

TIP

You don't have to use health packs when you encounter them. If your Health Meter is full or you're only slightly injured, remember where the pack is and come back to it later, after you're more battered.

LEVERS, BUTTONS, AND SWITCHES

Levers, buttons, and switches unlock mechanical devices such as doors, elevators, and gates. You can use one if the device has a green Action Icon over it. Press B to operate the lever, switch, or button. If the device has the red Action Icon surrounding it, you have not cleared the area of baddies or obtained the necessary key or card. See the walkthrough for details.

WIRE CUTTERS

These are obtained in Chapter 8: A Boatload of Trouble. You need them for a very specific task so Jack can continue. Check the walkthrough for their specific use.

GAME HINTS

Look at the enemies carefully! Often you'll see an enemy who is wearing body armor; these guys take more shots to eliminate, making them ripe for a Shadow attack.

Enemies

The Criminal Element

In *Dead to Rights™*, Officer Jack Slate discovers that he's not well-liked in certain circles of Grant City society. The criminals that infest his hometown all seek to silence the K-9 cop. Hordes of them attack Jack with fists and guns at almost every turn.

Each chapter of the game has a set of enemies you'll face. We've listed them at the beginning of each walkthrough section. You'll get specific information on the foes that populate each level. In this section, we give you important general information about your opponents.

Worker

Strength: *Low*

Weapons: .45 Automatic Pistol, M92 Silenced Pistol, SPAS-12 Shotgun

You'll get info on how tough each enemy is, what weapons he carries, and whether or not he wears Armor.

The crooks are numerous and come in a variety of guises from construction foreman, to convict, to clown-masked assassin. Despite these differences, your enemies share important similarities.

This crowd of goons is out to hurt you.

STRENGTH

When you target a foe by holding R, you see the enemy's Health Meter in the screen's upper right. This bar shows how much health and Armor the creep has. The enemy's health is represented by a green line like Jack's Health Meter. If he wears any armor, it's represented by a blue line under the Health Meter.

As you can see in the upper right corner, this guy's got a lot of health and Armor. Hit him hard.

Enemies vary in strength. Keep an eye on the upper right corner to see what you're up against. Read the enemies section at the beginning of each walkthrough chapter. It tells you if the goons' strength is low, medium, or high, and whether they wear Armor.

WEAPONS

There is usually a weapon set for each game chapter. You encounter specific weapons, not all the firearms available in the game, in each section. When you get to the gunfight on the dance floor of The Den of Iniquity in Chapter Two, you'll see .45 pistols, SPAS-12 shotguns, and a Mark 3-A2 from the boss.

You won't get an AKM this early in the game, but what you do get should be enough to clean up this trash.

Quantity Over Quality

Most creeps aren't that tough individually. Their main strength is in their numbers. If you get surrounded by thugs, you're in trouble. If you can string them out so you only have to deal with two or three at a time, you can handle them easily. Don't get panicked by a rush of enemies. Find some cover, use the tactics we've given you, and take your time.

With lots of guys to deal with here, take them on one at a time.

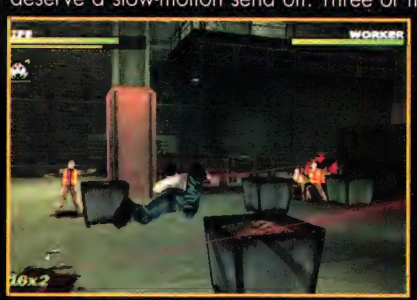
Tactics

There are many tricks you can use in *Dead to Rights™* to make your stay in Grant City easier. This section outlines the ways to conserve ammo, stay healthy, and kick ass.

SLOW-MOTION MORE

Do not forget about your dive. Using Ⓨ wisely saves wear and tear on our favorite K-9 cop. However, you have to get used to some things.

First, don't waste it on single weak foes. A solo generic thug doesn't deserve a slow-motion send off. Three or more of them in a group, though, is worth your time.

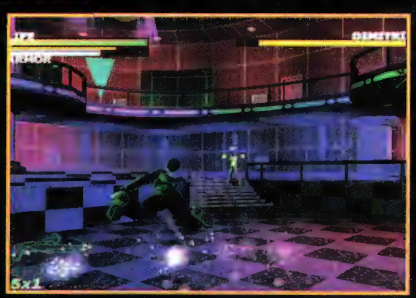


Invite these stooges to the big lineup in the sky.

Second, face your target before you dive. Nothing is more frustrating than making a dive, using up adrenaline, and realizing that there's no one in Jack's line of fire. Point at the criminals you want to shoot before pressing Ⓨ.

Third, switch targets. When one target dies—watch for the blue targeting reticule—release Ⓡ, then press and hold it again to switch to the next target. Otherwise you'll just pump rounds into a corpse.

The slow-motion dive is useful in boss battles. Your enemies have robust Health Meters and tough Armor. Use the slow-motion dive and



get off a bunch of shots at them without exposing yourself to much danger.

This creep goes down faster with slow-motion. Ironic, isn't it?

Finally, with quick firing weapons you can shoot as fast as you press Ⓐ. When you're in a dive, fire as quickly as possible to maximize your slow-motion time.

COVER

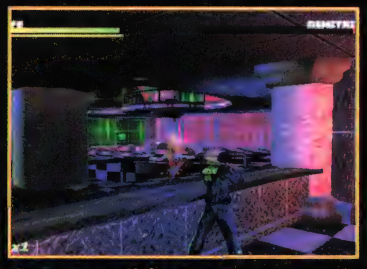
Jack can crouch. Press and hold Ⓛ to make him duck. This is useful for hiding behind cover. Don't disregard the boxes, crates, and other objects scattered throughout each level. They stop bullets and keep you safe.

You can use walls as cover, either by standing around a corner from your foes or using Wall Mode.

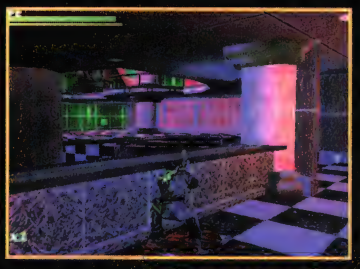
Using cover to keep Jack from getting shot cannot be overemphasized. Using cover brings us to another tactic, the "pop-and-shoot" method.

POP-AND-SHOOT

When Jack is under cover with a crouch or in Wall Mode, use the pop-and-shoot method of fighting: Pop out from behind cover, fire at the goons, and duck under cover.



Pop up and fire...



...then get to safety.

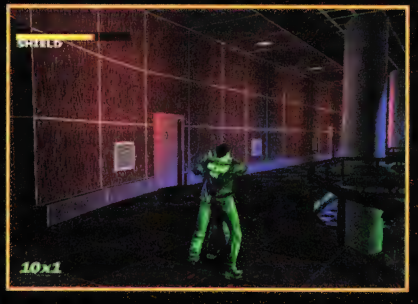
When you're crouching, do the pop part of the sequence by releasing L. Jack stands up, exposing himself to enemy fire, and shoots at nearby thugs. Hold down R so he targets the nearest enemy. Fire your shots, then hold L to get the K-9 cop to duck.

If you're using Wall Mode, simply get to a corner and hold R to make Jack swing out and aim at the nearest foe. Fire away and then release R to have Slate return to the safety of his wall.

SHIELD WALK

When you take a Human Shield (by pressing B when you're armed and next to an enemy), Jack slows down. You still move around, but it's a drag.

Imagine that you've taken a shield and destroyed the other visible enemies. Perhaps you want to turn a nearby corner but suspect there are more creeps past it. Hold onto the shield as you round the corner. If bad guys are waiting to greet you with a shower of lead, you'll be safe thanks to the shield.



It's slow but safe.

AMMO SAVING SHIELD

It can take a lot of bullets to dust off one of your enemies. Sometimes you don't have many and want to conserve that ammo. While it may take a few clips to take down an armored foe, a Human Shield can be dispatched with a single bullet from any gun. So, if you're hurting for ammo, try to grab the crooks as a shield (press B). Press B again and Jack caps them.

Any Human Shield goes down with one shot.

This works best in crowded conditions. If you run at an enemy who's too far away, he'll shoot you. Use this ammo-saving maneuver when you're right next to your enemies. You can go through a whole group like this without taking more than a few hits.

SHADOW

Remember your best friend, Shadow. This dog is trained to take down bad guys *and* bring Jack their weapons.

When Shadow's Stamina Gauge is full, it's a good idea to use him. His attack is an instant kill and nets you some extra ammo from the gun he brings back.

Jack does not fight with guns alone.

CAMERA PEEK

You control the camera, use it to your advantage. Use B to swivel the camera so you can peek around a corner and see what's on the other side without exposing Jack to danger.

Might as well use that spy in the sky.

KICK BREAK

As described in the "Basics" section, you can combine kicks and punches during a physical attack. This comes in handy when an enemy is blocking your onslaught. Start all attacks with punches (A). If the thug has his guard up, immediately throw in kicks (tap X). Usually Jack knocks the jerk down with a swift kick. If you simply batter away at your opponent's guard, you're open to counter-attack. Kicking foes to the ground avoids that.

Creep on ground, and Jack stays safe.

HIT AND RUN AND HIT

Here's a great tactic for punch-ups: Hit a guy, then run from his buddies. After a few steps, spin around and attack the guy closest to you. This hit-and-run-and-hit technique works well *unless* you're surrounded. Try to keep the bad guys in a group in front of you before attempting this tactic.

If you are surrounded, run away. Break through the crowd (by throwing or knocking out someone) and get some distance between you and the crooks. Then do your hit, run, and hit.

See Jack run. Run, Jack, run.

This also works well if the baddies come at you through a narrow passage. If obstacles force them to approach you one at a time, you can fend them off and take little damage.

Chapter One: Last Call

Grant City is a tough place. Justice is hard to reach in areas where fortunes are lost everyday. Maybe an honest cop and his trusty K-9 unit can clean up the streets and bring back the honest people. Gunshots are reported in a Chinatown construction site, so start there.

Construction Yard

ENEMIES

Worker
Strength: *Low*
Weapons: *.45 Automatic Pistol, M92 Silenced Pistol, SPAS-12 Shotgun*

Foreman
Strength: *Low*
Weapons: *.45 Automatic Pistol, M92 Silenced Pistol, SPAS-12 Shotgun*

WEAPONS

.45 Automatic Pistol
M92 Silenced Pistol
SPAS-12 Shotgun

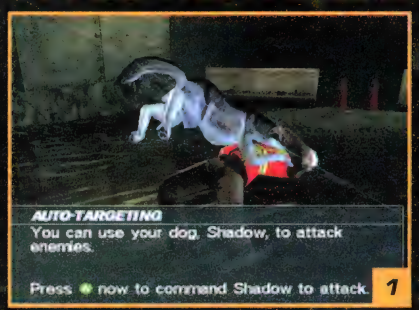
ITEMS

Armor
Large Health Pack
Canister

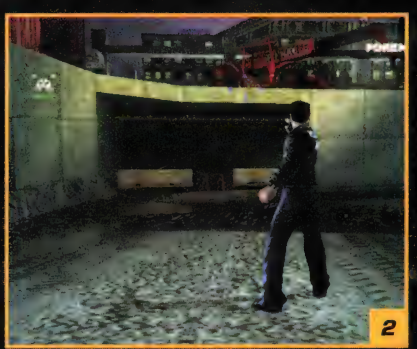
NOTE

Chapter One: Last Call is a tutorial level designed to help you get familiar with how the game works. Hint boxes appear onscreen at almost every step to guide you through the first mission.

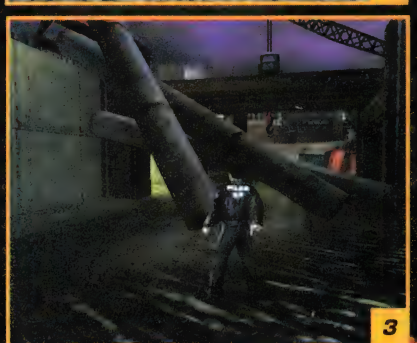
INVESTIGATE THE SCENE 1



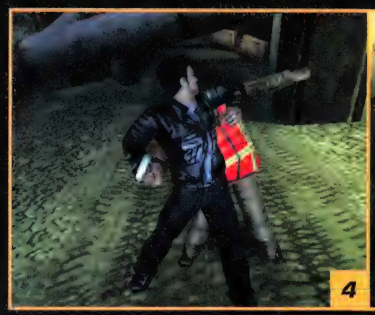
It's time to find out what's going on at the construction site. Without a gun you must rely on your canine companion to attack for you. Let Shadow take down the worker that tries to stop you. (1)



Pick up the gun that Shadow retrieved and continue. You don't get far before someone else gets in your way. (2) Put your new handgun to good use. Fire your weapon and drop him.



Don't worry about the fallen pipes. (3) Stay close to the far wall to walk under them. Another worker wants a piece of you, forcing you to disarm him. (4)



Luckily, he has a weapon you can use. Dispose of him and take his pistol. A foreman and a worker are next on your list. (5) Use your slow-motion diving technique and shoot them both.

INVESTIGATE THE SCENE 2

A little farther down the dirt road, you're spotted again. Use the container for cover. (6) Four bad guys with guns are no match for you. (7)

Enter Wall Mode by pressing B, then individually target and shoot your enemies.

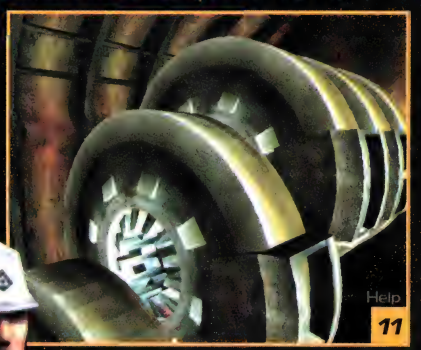
Run past the downed workers to encounter more hostile enemies. (8) You automatically grab a propane canister along the way. Toss the can at your foes and shoot it to take out multiple opponents.

Unfortunately, you take out the bridge. Find a new way to get to the other side. Manual target and shoot the large propane tank across the way to create a new path. (9)

The explosion knocks over the crane. (10) Walk across the new path.

LOCK PICKING

After you're up the crane you must hotwire a truck. First, you need to get past the lock. Use your skills to stop each tumbler as its pin enters the Hot Zone. The first tumbler rotates forward, the second and third rotate backward, the fourth rotates forward, and the fifth and final tumbler rotates backward. If you don't set the pin correctly you move back a tumbler. When all five tumblers have their pins in the Hot Zone, you've picked the lock.



GAME HINTS

Pick the right tool for the job! Don't unload clip after clip into a yellow (reduced percentage) target. Get a feel for the weapons in *Dead to Rights™*. You might find that you already have a more effective weapon in Jack's inventory.

INVESTIGATE THE SCENE 3

That truck made a great battering ram and turned the gate and surrounding area into a burning mess. (12) With the gate blocked there's only one way to go: down.

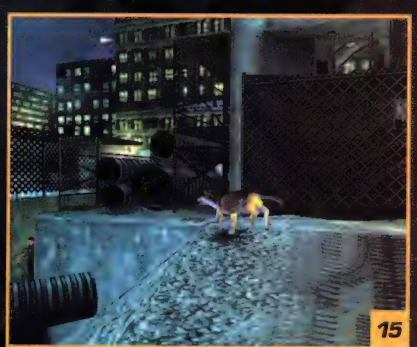
CAUTION

Don't touch any of the fire or you'll start to lose your Armor. Save your Armor for when bad guys are shooting at you.

Some poor fool spots you. (13) Grab him and use him as a Human Shield. Enemies appear all over the place. (14) They wouldn't shoot you knowing they might hit their buddy would they? They would. Target the nearest enemy and fire away. Continue to shoot and kill any opposition in the area.

By the time your Human Shield dies the remaining enemies shouldn't be a problem. Pick up the weapons scattered about and continue along the road.

With the road blocked, Shadow is your only option to use. After you switch to Shadow, move through the large center pipe. Run up the hill to your left, then through another pipe. Shadow causes a wooden plank to fall, creating a ramp for Jack. Good boy Shadow!



INVESTIGATE THE SCENE 4

Up the ramp, you'll notice the red Action Icon on the fence. (16) The gate is locked; check the Foreman's trailer for the key. (17) Shoot him and pick up any weapons that are scattered on the ground.

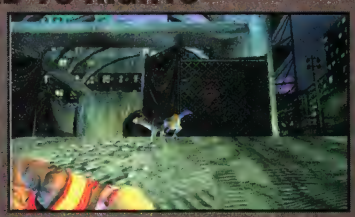
Enter the trailer and grab the key from the table. (18) Grab the Armor, Large Health Pack, and SPAS-12 if you need them. After you exit the trailer, another foreman shoots at you while standing near the locked gate. (16) Shoot him and open the gate.

Run for the stacked bags ahead to the right. (19) More enemies await you around the next corner. (20) Stay low and take them out one at a time.

When the last enemy falls, you can get to the bottom of this.

TIP

Use your cover. Make sure it is high enough so bullets don't graze your head. When you know it's a safe place to hide, plan your next move. Wait until an enemy is in a good position and close enough to hit. Pop up, shoot, and crouch down. Use this method until every enemy in range is dead.



Shadow is on to something and takes off running.

The good news is you've found out what those gunshots were about. The bad news is that it was your dad.

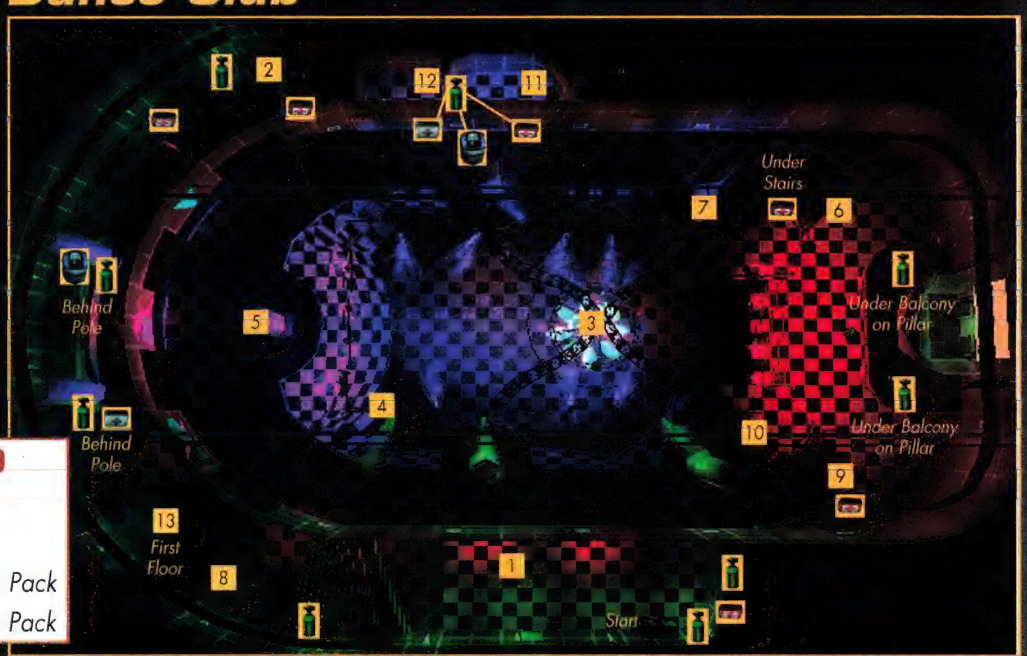
But who killed him? Hennessey doesn't want you on the case, but because you're interested, he lets you know Augie Blatz was your dad's only enemy.

Augie Blatz has a lot of money and a lot of lawyers. But for the kind of justice you intend to bring him, he won't need them.

Chapter Two: The Den of Iniquity

Dance Club

Augie Blatz has a regular room at The Den of Iniquity. It's a hotspot for criminals. He might be fooling a lot of people by throwing his money at charitable organizations, but your father knew the truth. He knew where that money came from: drugs and racketeering. He knew how dirty Augie Blatz was. Maybe that's why he was killed.



LEGEND

- Armor
- Canister
- Large Health Pack
- Small Health Pack

ENEMIES

Event Staff
Strength: *Low*
Weapons: *None*

Supervisor
Strength: *Low*
Weapons: *None*

Thug
Strength: *Low*
Weapons: *.45 Automatic Pistol, SPAS-12 Shotgun*

WEAPONS

.45 Automatic Pistol
SPAS-12 Shotgun
MARK 3-A2 Automatic Shotgun

ITEMS

Armor
Large Health Pack
Small Health Canister

Hildy? What's she doing in a place like this?
It's nice to see her, but your dad is dead and you've got business with Augie Blatz. Hildy doesn't think the guards
are going to let you in. But maybe she can distract them a bit.

DANCE AND DISTRACT THE GUARDS

To get into the club, you have to get past the bouncers. Lucky for you Hildy has the body to do it. To get her to dance and distract the guards, tap the corresponding button as it enters the Hot Zone. The gauge at the bottom of the screen represents the bouncers' distraction level. If you miss five buttons in a sequence, the guards are no longer distracted and are alerted to Jack's presence.

The first sequence of buttons is:
A, Y, B, X, A, Y, B, A, X, B, Y.

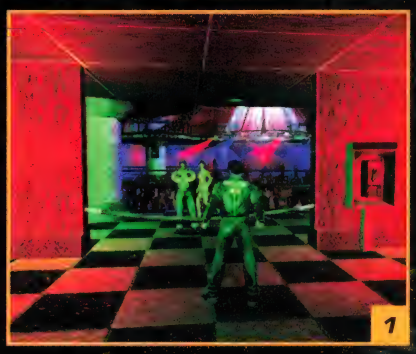
The second sequence of buttons is:
A, B, Y, A, X, B, Y, A, B, A, X, Y, B, X, Y.

The third sequence of buttons is:
A, B, Y, X, B, A, X, B, A, X, Y, B, X, A, X, Y, B, X, Y, A.

In between dance sequences, Hildy dances without your help so get your dollar bills ready, sit back, and relax until the next sequence starts.

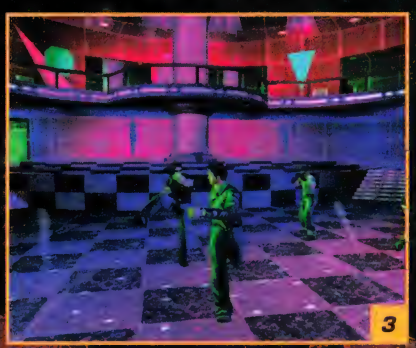
If Hildy does her job right, she'll keep the guards distracted. This makes it easy to sneak into the club and get one step closer to Augie Blatz.

FIND AUGIE BLATZ 1



Looks like the dance floor is full and those big guys aren't about to let you through. (1) Better head up the stairs to the left. The place is packed.

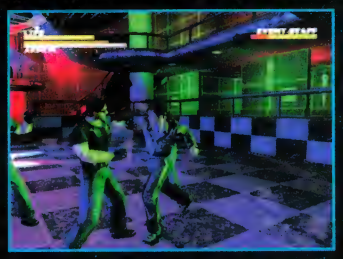
Find a way to get these people out so they don't get hurt. Pull the fire alarm near the telephones to clear the place. (2) Everyone exits in a calm and reasonable fashion.



They're onto Hildy and you. You have to get her out of this mess. Blatz's crew wants to put the hurt on you. (3) Use some of your excellent fighting moves to turn the tide. These goons aren't so tough.

TIP

Mix up your punch and kick combos to inflict serious damage. Then throw the fools if they are foolish enough to block your attacks. Use blocking. Blocking preserves your health and gives you time to set up your own attack. Also use the whole dance floor. Run around to give yourself space. This hit-and-run technique gives you time to set up an attack and catch them off guard.



CAUTION

Don't let yourself get surrounded. An enemy can hit you from behind when you're not expecting it. You can't block an attack that hits you from behind.

Boris

Weapons: *None (Drops .45 Automatic Pistol when defeated)*

Boris fights like those other goons, but he has more health and is more powerful. (3) Use the same kind of fighting style as before. Keep your distance, and don't be afraid to turn your back and run. When he chases you, turn and throw some punches and kicks at him when his guard is down. Don't rely on your block when fighting Boris. He likes to throw you when you're protecting against his punches and kicks.

FIND AUGIE BLATZ 2

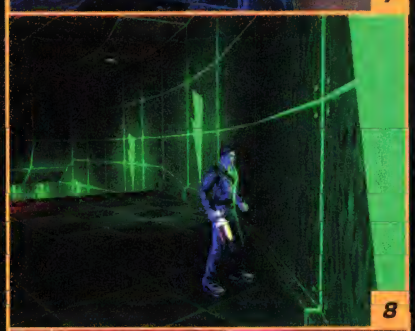
When Boris is defeated, more of Blatz's men enter the dance club, only this time they're packing heat. With your gun blazing, rush the group of guys gathered on the steps behind you. (4)

Shoot enemies as they get into range and move to the pillar. (5)

Head to the stairs. (6) Take out any enemies that shoot at you from the rafters above. Watch behind you—these guys would love to put a bullet in the back of your head.

FIND AUGIE BLATZ 3

Run upstairs and get ready for gunfire. Be careful when you get to the first pillar, because enemies love to ambush you. (7) Run down the first walkway. A lot of bullets hit all around you—keep running.



Duck into the area where you pulled the alarm if you need cover from the gunfire. (2) Shoot the fools that run near you. When everyone is dead up top, grab a canister. (8)

Go down the staircase opposite the one you came up. (9)

TIP

When you're upstairs, stay close to the wall. The closer you get to the railing, the more likely you are to be hit with gunfire from below.

GAME HINTS

Use the backfist attack (A+X) when a thug sneaks in behind Jack. This is a much more effective way of doing a 180.

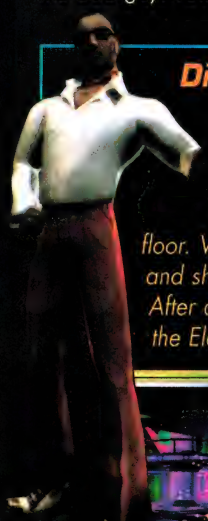
FIND AUGIE BLATZ 4

At the bottom of the stairs, throw the canister at the group of enemies firing at you. (10) Shoot it to blow them up. The remaining survivors mill around the perimeter of the dance floor. Head onto the center floor and circle around the edges. When an enemy gets close to the railing, run up close and blast away with your shotgun. Use your pistols to reach any enemies upstairs. Kill the bad guys roaming the area, then pick up any desired weapons.

When you kill everyone on the dance floor, two more thugs show up behind the bar on the bottom floor. (11) Toss and shoot a canister to dispose of them or give them blasts of buckshot. When they're dead, it's time for Dimitri.

NOTE

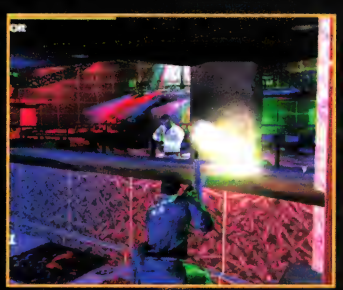
Lots of Small Health packs are here. If you get low on health while fighting Blatz's crew, be sure to use them. Save the Large Health Pack and Armor upstairs for after the fight with Dimitri.



Dimitri

Weapons: *MARK 3-A2 Automatic Shotgun*

Dimitri isn't a big guy, but he carries a large shotgun. Once you're behind the bar, run into the back room to grab some health and the Armor. (12) Grab the canister from the wall and return to the bar. Make sure Dimitri can see you from across the dance floor. When he spots you, he comes running. Stay behind the bar and when he gets close, toss and shoot the canister. Unload the shotgun, using the bar for cover. Continue to shoot and duck. After a few shots Dimitri crumples to the ground in a dead heap and you can get his gun and the Elevator Pass Card.



Shoot any stragglers that take cheap shots at you. Collect any weapons, health, or Armor lying about. At the elevator, press B at the green Action Icon, and get inside. (13) Going up.

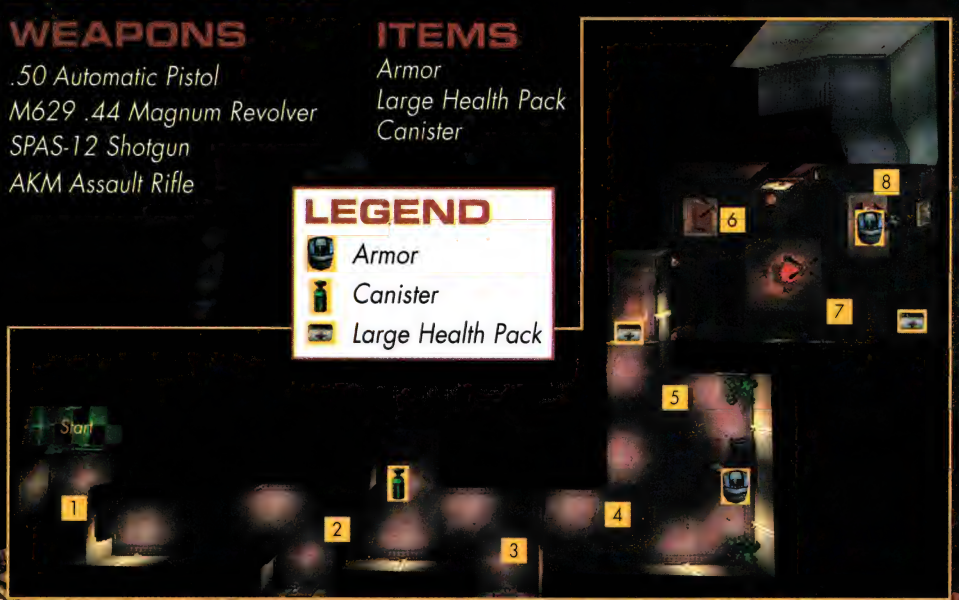
Blatz's Office

WEAPONS

.50 Automatic Pistol
M629 .44 Magnum Revolver
SPAS-12 Shotgun
AKM Assault Rifle

ITEMS

Armor
Large Health Pack
Canister

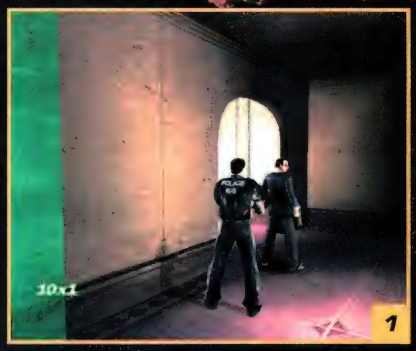


ENEMIES

Hitman
Strength: *Low*
Weapons: *.50 Automatic Pistol, M629 .44 Magnum Revolver, SPAS-12 Shotgun, AKM Assault Rifle*

Enforcer
Strength: *Medium (Armor)*
Weapons: *AKM Assault Rifle*

FIND BLATZ'S OFFICE 1



Exit the green elevator and sneak up behind the hitman. (1) Don't kill him! He makes a great Human Shield. Grab him and ease around the corner.

Hitmen flood the hallway from the first doorway to the right and through the archway. (2) Kill them all using your .50 and .45s, then slide down the hallway. When your Human Shield fails, run to the doorways to use Wall Mode (B) for cover.

Collect any weapons you need. More hitmen emerge from the next door on the right and through the next archway. (3) Deal with them the same way you did the others. Pick up any weapons you need.

TIP

When possible, use the weapons your enemies are using because you have a steady supply of ammo.

CAUTION

Watch your back! If you run down the hall too fast, enemies sneak up behind you.

FIND BLATZ'S OFFICE 2

Go to the corner at the end of the hall. Three enforcers wait around the corner. (4) These guys are tougher because they're wearing Armor. Get into Wall Mode (B) at the corner and use your .50 Automatic Pistol to take them down one at a time.

When the enemies are dead, collect the entry code lying on the ground. Use it to access the computer on the desk. (5) Pick up the Armor and Large Health Pack, then go through the newly unlocked door.

Looks like Augie Blatz is having a little game of cards. The hundred-dollar ante might be a little too steep for you.

There's no time for cards though. You need some truthful answers from Augie. What does he know?

It doesn't look like he's ready to talk just yet. Take cover!

Blatz runs for safety. That seems pretty suspicious.

INTERROGATE BLATZ 1

You have cover behind the couch, so immediately crouch . (6) After those guys fire a flurry of bullets there is a short pause.

Rise and use your automatic pistols to shoot as many as you can before they draw a bead on you. Hurry and kill those guys behind the table before they put you down. (7)

When they're dead, pick up any weapons you need as well as the Armor and Large Health Pack. Exit through the door that Blatz used.(8)

INTERROGATE BLATZ 2

Blatz calls you a freak and turns his hitmen loose. It's time for action. Target the hitman directly across the room with your M629. (1) Keep an eye on the door in the left wall because more hitmen emerge from there. (2) When your side of the room is clear, pop and shoot the creeps on the other side of the room with your AKM.

Run around the bar and duck behind it.

VIP Lounge

INTERROGATE BLATZ 3

From the safety of the bar, pop up and shoot the enemies in the room. (3) Use the M629 for long-range shots and the AKM for anyone stupid enough to rush you.

Grab the Armor and hit the green Action Icon to unlock the door. The door lock is on a timer, so hurry. (4)

ENEMIES

Hitman

Strength: *Low*
Weapons: *.50 Automatic Pistol, M629 .44 Magnum Revolver, SPAS-12 Shotgun, AKM Assault Rifle*

WEAPONS

.50 Automatic Pistol
M629 .44 Magnum Revolver
SPAS-12 Shotgun
AKM Assault Rifle

ITEMS

Armor
Small Health
Canister

TIP

You don't have time to waste. Sprint for the door and avoid running into any objects—especially pillars. (5)

Once you get to the door, activate the green Action Icon (B) to get out. If the door locks before you can get out, return to the bar and hit the green Action Icon to unlock the door again. (3) Once through the door, continue chasing Blatz.

LEGEND
- Large Health Pack
- Small Health Pack
- Armor

Blatz Street Chase

ENEMIES

Thug
Strength: *Low*
Weapons: *.45 Automatic Pistol*

Enforcer
Strength: *Medium (Armor)*
Weapons: *M11 Silenced Submachine Gun, SPAS-12 Shotgun*

WEAPONS

.45 Automatic Pistol
SPAS-12 Shotgun
M11 Silenced Submachine Gun

ITEMS

Small Health Pack
Large Health Pack
Canister
Armor

INTERROGATE BLATZ 4

Augie Blatz still doesn't want to talk to you. You have to chase him down the street. Use the car in front of you for cover and take out the thugs and enforcers. (1)

Keep an eye on the side alley because more enemies appear. (2) As you move forward, use the line of cars to block enemy bullets. (3)

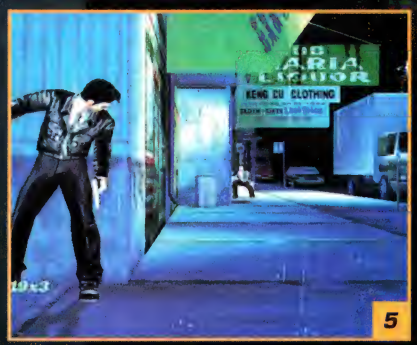
Pop up and shoot at your opponents in this area until they are all dead. Continue down the street.

TIP

Always try to use Shadow to take out an enemy first. By using your dog you can conserve valuable ammo. Shadow is an instant kill and he brings you an enemy's weapon.

INTERROGATE BLATZ 5

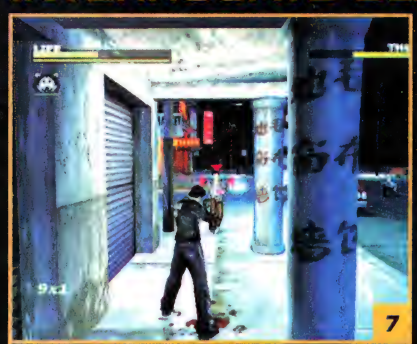
At the phone booth past the first line of cars, expect to get fired upon from another group of Blatz's thugs. (4) Run to the corner of the building to get cover from all these bullets and kill anyone who is close enough to shoot along the way. (5)



Some of Blatz's men are on top of the overhangs and on top of the moving truck. Use Wall Mode (B) and pull out your .45 Automatic Pistol to give you some range.

More enemies come from the side alley. (6) Stick close to the cover of the cars and take down the enemies while you continue after Blatz.

INTERROGATE BLATZ 6

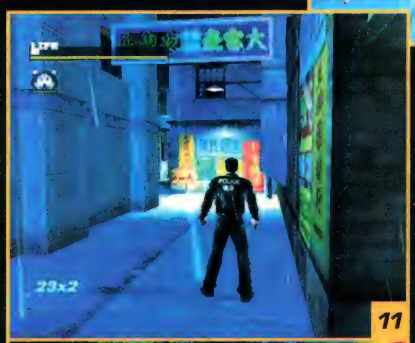


You don't get much farther before more enemies appear near the pillars of the building to your left. (7) Shoot them while using the pillars as cover from other enemies. More of Blatz's men emerge from the alley nearby.

Run for the pink van at the end of the pillars and shoot any fool nearby. (8) Use the front of the van for cover as you shoot the guy on the truck. Check out the alley on your left and use your shotgun to blast any fools who emerge.

Run for the corner to the left of the truck. (9) More enemies are ahead. (10) When the enforcers come to get you, enter Wall Mode to use the safety of the corner as you take them out. Head toward the alley ahead.

When more enemies emerge from that location use your shotgun to rip them apart. Slow-motion dive (Y) for more protection.



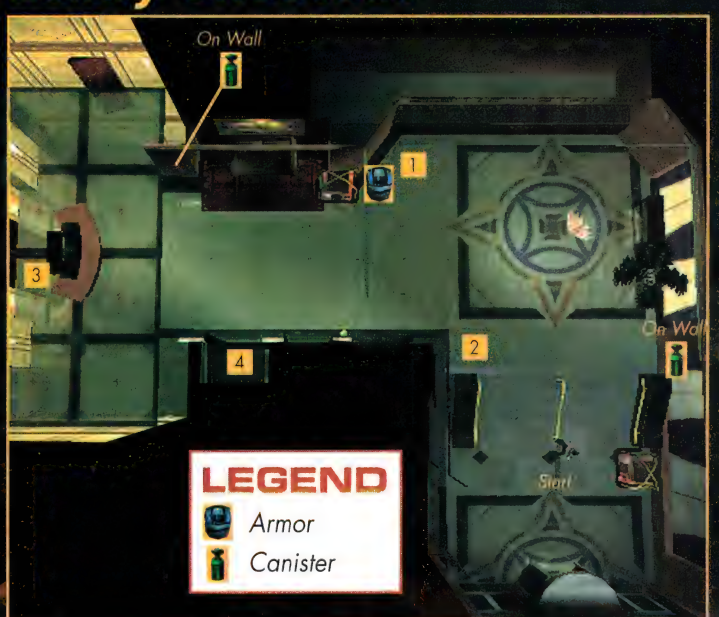
When everyone is dead, follow Augie Blatz down the alley that all those enemies emerged from. (11) More enemies try to stop you. Use Wall Mode for protection while you drop them. (12)

Grab the Large Health Pack and follow Augie through the alley and into the large building.

CAUTION

If you continue down the street instead of following Augie you'll lose him. If you lose Augie you fail.

Lobby Shootout



ENEMI

Hitman
Strength: *Low*
Weapons: *M629 .44 Magnum Revolver*

Lieutenant
Strength: *Medium (Armor)*
Weapons: *MARK 3-A2 Automatic Shotgun*

WEAPONS
M629 .44 Magnum Revolver
MARK 3-A2 Automatic Shotgun

ITEMS
Armor
Canister

INTERROGATE BLATZ 6

Augie Blatz is trying to use the elevator to escape, but he won't get far. Run up the stairs and grab the Armor behind the luggage cart. (1) This starts off a long string of enemies.

After you have the Armor, return to the corner near the stairs. (2) Use Wall Mode for protection here while you kill all of Blatz's men.

TIP
Shoot the canister on the wall in the back to cause a large explosion. This kills any bad guys standing too close to it.

The lieutenants and hitmen stay near the desk in the lobby where they are easy pickings for your pistols, but if they get too close, spray them full of buckshot from your shotguns.

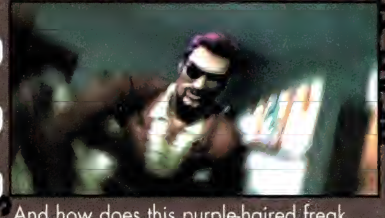
Finish off the enemies, and when the 15th opponent drops, grab the elevator code to access the elevator button on the lobby desk. (3) With the elevator open you can finally get some answers from Augie Blatz. (4)

You've finally caught up to Augie. Well Blatz, what do you have to say for yourself?

Hey what's going on here? Why is Augie Blatz tied up?

You've been ambushed! Your wounds leave you unable to defend yourself against that guy with purple hair and a patch over his eye.

Uh oh. This looks like a set up. Why would anyone want to make it look as if you killed Augie?


And how does this purple-haired freak know Augie Blatz didn't kill your father!?

Chapter Three: Iron Point

You were set up for the murder of Augie Blatz. Who was trying to frame you and why? Who killed your father? There's not a lot of time to find out. Mayor Pinnacle has put you on the first fast-track execution. Opposing mayoral candidate Gloria Exner might be denouncing accelerated capital punishment, but don't expect your execution to be postponed. You need to get out so you can continue your quest. Getting out of prison isn't going to be easy.

Central Hub

NOTE

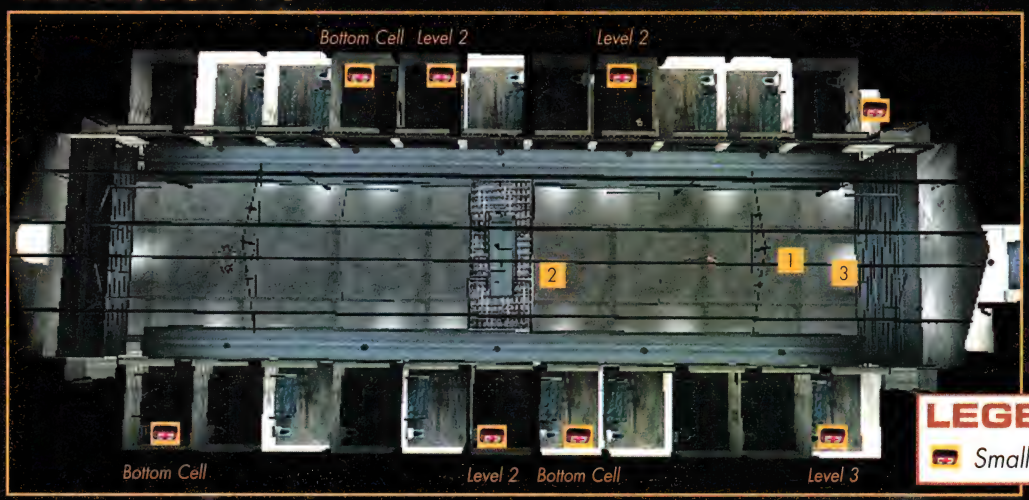
This is the main prison hub. Use this area to travel between cellblocks and other rooms in the prison. Refer to this map for directions throughout the facility.

ENEMIES

Convict
Strength: *Low*
Weapons: *None*

Lifer
Strength: *Medium*
Weapons: *None*

Cellblock A



WEAPONS

None

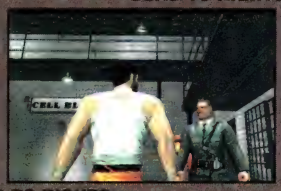
ITEMS

Small Health Pack
Access Card A

LEGEND
Small Health Pack

Preacher Man seems to have liked your dad. It's good to have a friend on the inside. He might be able to get you out.

Tattoo has a map to find your way out of there. And Wireboy knows how to disable the electric chair.



With a guard like Sickle around, putting your escape plan together isn't going to be easy. Take it one step at a time.

FIND WIREBOY 1

1

It's a prison brawl. It's the whole prison against you. Fight off three convicts and a lifer. (1) Use different punch and kick combos to drop them to the floor.

2

Head to the door to encounter another group of prisoners. (2) Defeat these prisoners and grab the Access Card A that the lifer leaves behind.

Grab any health you need and head for the exit door. Use the Access Card to activate the green Action Icon (Ⓑ) and head through the two doors. (3)

3

Southwest Corridor

ENEMIES

Convict
Strength: *Low*
Weapons: *None*

Lifer
Strength: *Medium*
Weapons: *None*

WEAPONS
None

ITEMS
Small Health Pack
Key

FIND WIREBOY 2

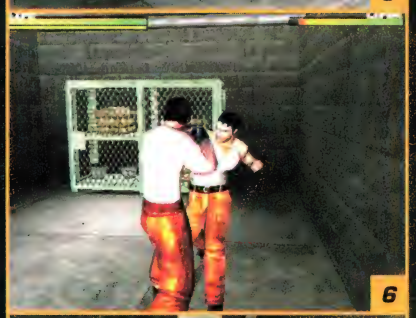
Head past the cage door and through the door to your left. More convicts want a piece of you. (4) Knock them out and continue along the passageway.

4

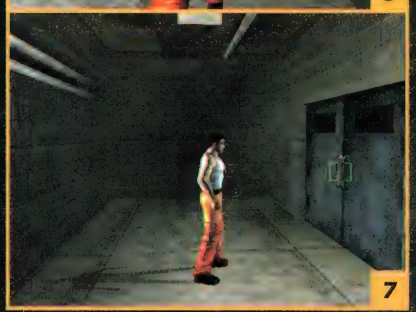
Don't worry when you hear the guards chatting. (5) They ignore you.

5

Two convicts are waiting to beat you down. Before you charge them, go for the lifer hiding in the corner to the right. (6)


6

When all the inmates are gone, grab any health you need, and head to the exit door to leave Cellblock A. (7)

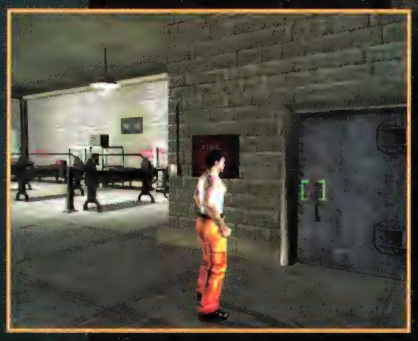

7

NOTE
Grab what you need from the cellblocks. Once you exit, you cannot enter again.

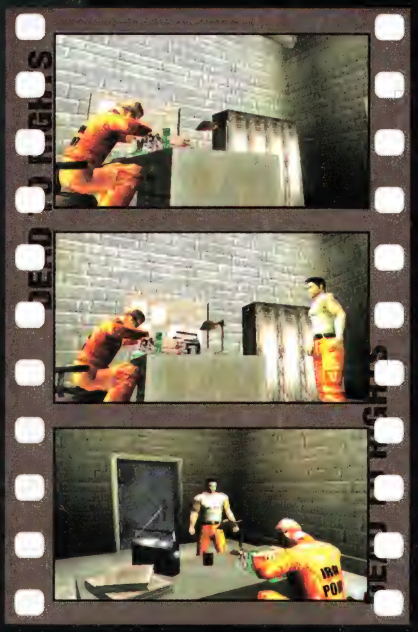
FIND WIREBOY 3

The Workshop is next door to Cellblock A, so you don't have to run far. Six inmates are inside the workshop. None of them like you. Run to the left side and start fighting. Stay to the workshop's back corner to keep them from attacking you from behind.

Gym



When the last one drops, pick up the Key to the back room. Grab health if you need it and head through the door.



There's Wireboy. And he knows just what you need.

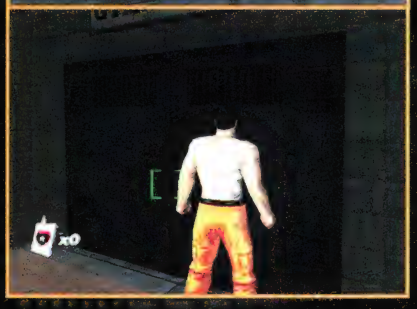
Battery acid on the conduits should shut down the grid. You need to find a way to get out of the straps.

And what does battery acid in prison cost...25 packs of course! Off to the gym.

OBTAIN 25 CIGARETTE PACKS 1

Leave the workshop and go back to the Central Hub. Go left. Follow the wall on your right, through the gate, and past Cellblock C.

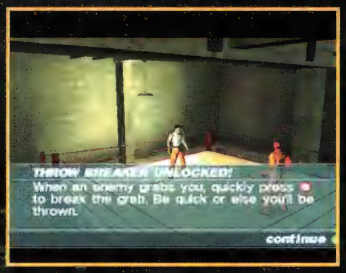
Go through the Gymnasium door on the left. Refer to the Central Hub map if you get lost.



FIGHTING

When you enter the gym, head for the boxing ring to the left. (1) Run to the green arrow to start your training.

Stinger looks like he has a thing or two to teach you. First you learn the Throw Breaker. Too bad you didn't know this for your previous fights. Use the whole ring to your advantage. Create space by running away. When Stinger chases you, turn and throw some punches and kicks at him when his guard is down. Use Throw Breaker if he grabs you.



After you beat Stinger you get your first pack of smokes.

HIT THE BAG

At the center of the gym is a speed bag for you to hit. (2) If you can beat the English guy's record you get another pack of cigarettes.

Tap Ⓐ then Ⓑ alternately to punch the speed bag. Time your punches to the rhythm of the bag. Speed without rhythm will cause you to fail. The indicator at the top of the screen shows your level, which increases

HIT THE BAG con't

when you can punch the bag consecutively. Score a perfect hit and your level increases even faster. You have two minutes to record more than 150 hits.

Level one is a nice easy pace, and level two gets a little faster. Level three is faster, but level four is the fastest. The higher the level, the faster the bag, and the more hits you make. Keep a steady rhythm on level four to master the speed bag and quickly beat 150 hits.

If you break your rhythm, your level drops a little. Adjust to your new level setting, and start punching at the bag again. When you beat 150 hits you get more smokes.

LIFTING WEIGHTS

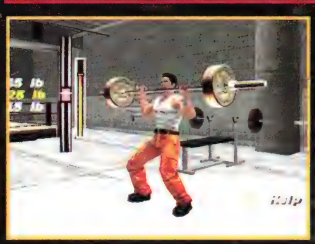
At the back right of the gym are a few weight sets. (3) Let's see how much you can lift.

The Stamina Gauge is to the screen's far left. Continuously tap A to keep the cursor inside the red Hot Zone at the center of the gauge. To the right is the Strength Gauge. The Strength Gauge increases when the cursor for stamina is in the Hot Zone. Press B when the Strength Gauge is full to use your accumulated strength.

For your first lift, you need to hoist 135 pounds. After you start, quickly press A to get the cursor to the Hot Zone. Once the cursor is there, maintain a steady rhythm to keep the cursor level. When the cursor is there long enough your Strength Gauge grows. When it starts to flash you have enough strength and can press B to lift the weight partway up.

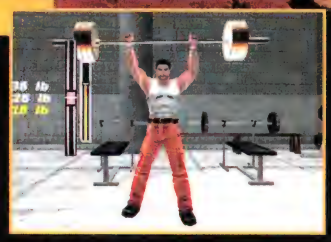
CAUTION

At the start of each lift the Strength Gauge starts at full and quickly drops. Keep the cursor on the Stamina Gauge in the Hot Zone to keep your strength up. If the Strength Gauge reaches the bottom, you lose.



You're almost there. Repeat the process to get the bar over your head this time. Once the bar is over your head, get the cursor to the Hot Zone of the Stamina Gauge one more time to maintain that weight.

LIFTING WEIGHTS con't



Good job in lifting that 135 pounds. Now for something harder. The 225-pound bar works the same way, but the Strength Gauge drops a little quicker. You must get the cursor to the Hot Zone faster and keep it there.

Trickiest of all is the 315-pound bar, but everything still works the same. The Strength Gauge drops extra fast so be quick. Once you've finished lifting you can add another pack to your collection and head out the Gymnasium door.

Northwest Corridor

ENEMIES

Convict
Strength: *Low*
Weights: *None*

Lifer
Strength: *Medium*
Weights: *None*

WEAPONS

None

ITEMS

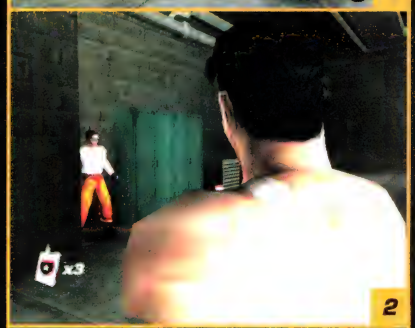
Small Health Pack
Access Card B

MAD DOG TAKE DOWN 1

After you enter the Central Hub head down the hall to the right. You run into Timmy who wants you to take down Mad Dog in Cellblock B for a pack of smokes. Sure, why not? Use the Access Card B that Timmy gave you to get into Cellblock B. Follow the wall on your left through the metal gate and straight ahead. Use the Access Card to unlock the doors, then go through to Cellblock B.

Some inmates are down the hallway. (1) Don't let them dog pile you! That is bad news in more ways than one. Throw some punches and kicks to defeat the two convicts and the lifer.

Continue down the hall and through the metal gate. Go downstairs but not too far. Around the corner to the left is a lifer waiting to ambush you. (2)



Put the hurt on him and grab any health you need. Continue to Cellblock B. (3)

MAD DOG TAKE DOWN 2

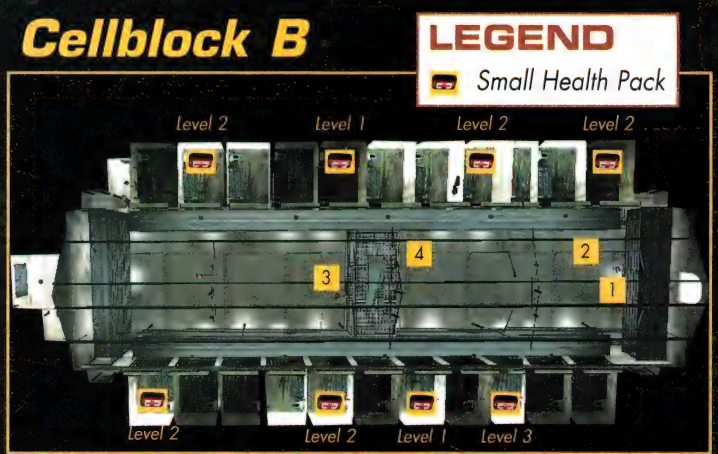
Once you enter Cellblock B get ready to fight. (1) A lot of inmates want to take you down.

Not far from the entrance, five convicts and one lifer are waiting for you. Get to a corner to protect your back, then take them down with your attacks. (2) Two of these goons drop cigarette packs when they're defeated. When they are all down for the count, continue farther into the cellblock.

In the second half of the cellblock, three lifers and four convicts wait. (3) After you pass the metal stairs to the upper walkways, the inmates attack.

Take these fools out like you did the last bunch. If the action gets too hot for you, run past the metal stairs toward the entrance. (4) These inmates are too chicken to follow you past those stairs. This gives you time to rest and grab some health if you need it. As you defeat the inmates, pick up the three packs that they leave behind. When they are all defeated you can face Mad Dog.

Cellblock B



TIP

Inmates don't seem to like stairs. If you get into trouble, run up to escape from harm. Check for health while you're up there.

ENEMIES

Convict
Strength: *Low*
Weapons: *None*

Lifer
Strength: *Medium*
Weapons: *None*

GAME HINTS

Group brawling! Jack is tough as nails, but nobody can fight off 15 guys at a time. Keep moving and break up the herd. Take them out in small groups and don't let enemies work their way in behind Jack.

WEAPONS

None

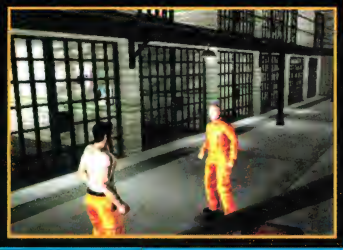
ITEMS

Small Health Pack
Access Card C

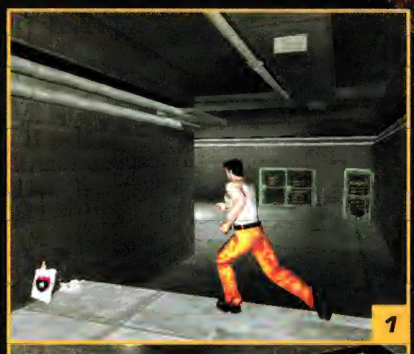
Mad Dog

Weapons: None

Mad Dog thinks he rules the roost around here. Little does he know that you've been in more than enough fights to deal with him. Run to an open cell and grab some health if you need it. Attack Mad Dog with your fists and feet. Avoid getting hit because his attacks do a lot of damage. Three of his attacks can knock you out. If you take a couple hits, take a break and hunt down some health before continuing. After you defeat Mad Dog you get Access Card C. A very grateful Timmy runs in to give you your well-deserved pack. You have nine, but you still have a long way to go.



BIG ARM TONY 1



Time to visit Big Arm Tony. Exit Cellblock B, move through the northwest corridor, and return to the Central Hub. Cellblock C is straight ahead past the metal gate. Use Access Card C to unlock the doors and go on through.

Move downstairs and to the left. (1) Don't go too far because a lifer and two convicts are waiting around the next corner to the left. (2) Dispose of them and continue along the corridor.

At the entrance to Cellblock C a lifer and convict await. (3) Give them a beat down and head inside to find Big Arm Tony.

Northeast Corridor

ENEMIES

Convict
Strength: Low
Weapons: None

Lifer
Strength: Medium
Weapons: None

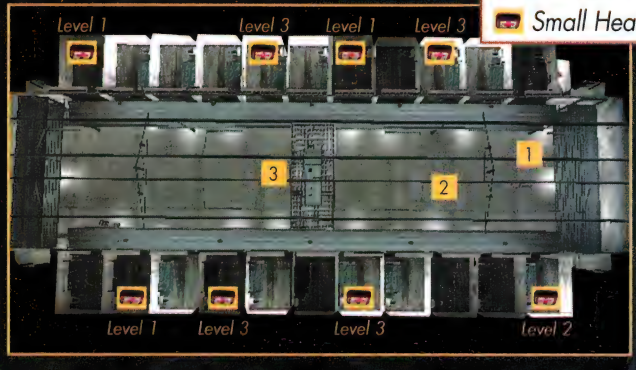
WEAPONS

None

ITEMS

Small Health Pack

Cellblock C



ENEMIES

Convict
Strength: Low
Weapons: None

Lifer
Strength: Medium
Weapons: None

WEAPONS

None

ITEMS

Small Health Pack

BIG ARM TONY 2

Big Arm Tony won't talk to you in front of the other inmates. You have to get rid of them first. Start with the inmates closest to the entrance. (1) You get three packs of smokes in the process.

That must be Big Arm Tony sitting at the table, but he's still not ready to talk. (2) Clear out the rest of the cellblock. Head past the metal stairs to find the other convicts and lifers. (3) Attack them to get rid of them and to get three more packs.

When everybody is defeated you can talk to Big Arm Tony.

ARM WRESTLING

Big Arm Tony doesn't think you've got what it takes to beat him. Show him he's all wrong.

The object is to pin your opponent's arm down onto the table. The top bar on the screen is your Stamina Gauge, with the red Hot Zone in the center. Continuously tap A to keep the cursor inside this zone. The bottom bar is the Strength Gauge, which increases when the cursor is in the Hot Zone. Press B at any time to use your accumulated strength, but watch out because an enemy attack will knock you out of the zone.

Keep tapping A to get it to stay at the Hot Zone. Control your tapping so you don't go past the zone and lose strength.

Once your Strength Gauge is past halfway, press B to make a move. Each time you make your move, Big Arm Tony loses more ground. Tony's strength gives out and you slam down his arm to victory. You get a pack of smokes.

Southeast Corridor

ENEMIES

Convict
Strength: *Low*
Weapons: *None*

Lifer
Strength: *Medium*
Weapons: *None*

WEAPONS

None

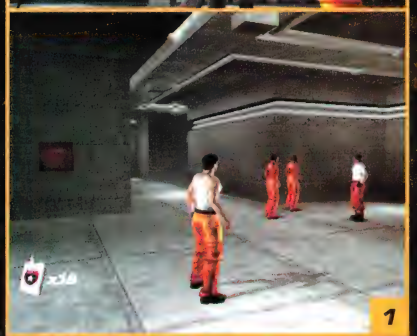
ITEMS

Small Health Pack
Access Card D

FIND GUARD JOHNSON'S PHOTO 1

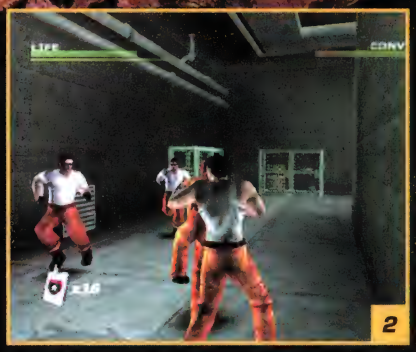
After you get your smokes from Big Arm Tony, Guard Johnson runs in to get your help. Someone stole a picture of his girl and he wants it back. He gives you Access Card D so you can go to Cellblock D to find it.

Exit Cellblock C, go through the corridor, and enter the Central Hub. Once you get to the hub, go left to find the entrance to Cellblock D on the left. Use your Access Card to go through the doors to enter the southeast corridor.



Go down the stairs to the left and around the corner. More prisoners await you just past the corner. (1) A lot of inmates hate you around here.

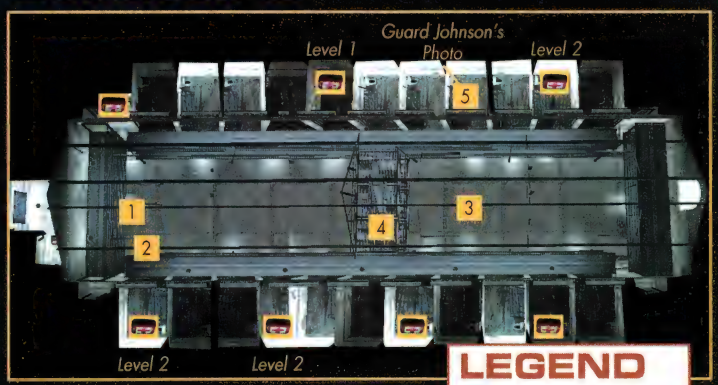
Attack the two convicts and the lifer with punch and kick combos then continue down the hall. Two lifers and another convict wait near the end of the corridor. (2) Smash some skulls, then move into Cellblock D.



As before, watch your back and take out these fools one prisoner at a time.

Collect the three packs that fall. When the last prisoner is defeated, the guard watching the stairs leaves. (4) Now's your chance to look for the missing photo. Head to the third level and keep to the left side. When you're facing the left wall, move three cells down to your right. (5) The missing photo is inside the open cell.

Cellblock D



LEGEND
Small Health Pack

ENEMIES

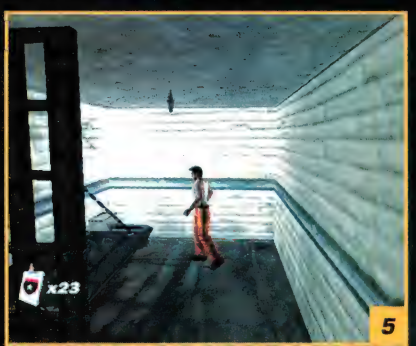
Convict
Strength: *Low*
Weapons: *None*

Lifer
Strength: *Medium*
Weapons: *None*

WEAPONS
None

ITEMS
Small Health Pack

Mac, the cell's occupant, doesn't like you going through his stuff. But you want your smokes, so you're going to have to solve this with you fists and feet. Meet Mac and company at the bottom of the stairs, because they won't come up. (4)



Mac fights like all the other hooligans in there. Mix up your punches and kicks to defeat him and his two convict friends. He leaves some cigarettes for you.

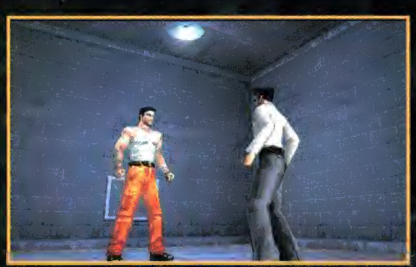
FIND GUARD JOHNSON'S PHOTO 2

When you enter the cellblock, prisoners want to fight. (1) They try to swarm you. Keep a wall behind you for protection. (2) Concentrate on one enemy at a time. One less enemy means two less fists flying at you. And, if you have the choice, fight a convict first. They are quicker to defeat, so you'll have fewer enemies to fight.

This first large group of inmates leaves behind four packs of cigarettes. When they are all defeated, move to the second half of the cellblock past the metal stairs to fight the second group of inmates. (3)

TALK TO WIREBOY

Exit the cellblock, run through the corridor, and return to the Central Hub. At the Central Hub, Guard Johnson is waiting to your left. After he gets his picture he gives you a pack of smokes, making your combined total 25.



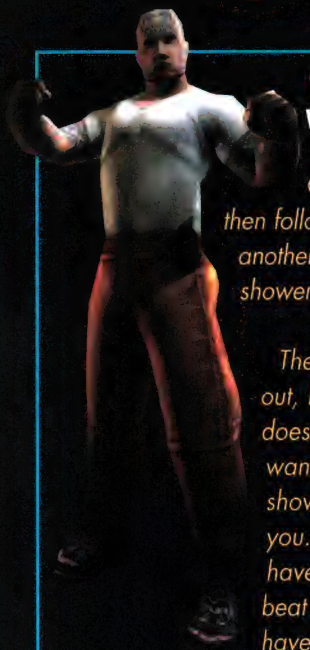
Now talk to Wireboy back at the Workshop. Run toward Cellblock C and make a left at the wall to go through the metal gate.

Follow the wall on your left and make a left at the next corner. The Workshop is on the right. Head through the Workshop to the back room where Wireboy is working.

Wireboy gets his smokes and you get your precious battery acid.

Now to get your escape route. Tattoo has one. Maybe you should take his.

It's off to get the escape route and plan your trip to freedom!



Tattoo

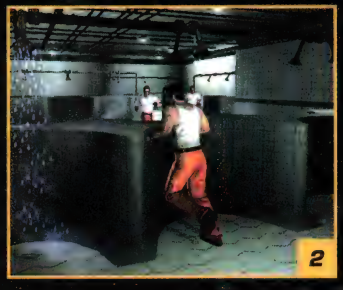
Weapons: None

Go through the metal gate on your left, then follow the pathway to the left and through another gate. Past this gate is the door to the showers. Enter the showers to find Tattoo.

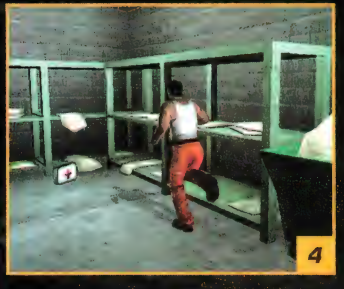
The showers aren't the best spot to hang out, but you need to see Tattoo's map. He doesn't want to show it to you. You have to beat him to have a look at it. (1)

This shower fight isn't going to be easy. You can't hurt Tattoo's friends, so don't bother hitting them unless they get in your way. Run around to avoid his goons and to set up a nice open shot on him. Running around the shower stations near the center is a good way to get Tattoo somewhat alone. (2)

As always, keep your back and sides protected so an enemy doesn't sneak up. Try hiding in the closet areas when the going gets tough because you can grab a Large Health Pack there and get some protection for your back. (3)(4)



When you defeat Tattoo you get his escape map. Leave the shower area.



Guards enter the showers looking for you. It seems Sickle is not very happy with you. But you don't have time for him. You need to return to your cell to review the map.

The news waits for an interview at your cell. That sounds better than dealing with Sickle.

Tattoo's map was good, and traced a path through the showers and old tunnels. With any luck you just might make it out of this place.

On the day of your execution, Mayor Pinnacle, the arresting Chief of Police Hennessey, and the fighter Diggs are in attendance. What interest do they have in your death?

It's good to be friends with Preacherman. He drops you a razor to cut your binds and splashed acid on the cables.

When Sickle pulls the switch the power goes off. You pull the old switch-a-roo and put Sickle in the hot seat.

When the lights get turned back on Sickle is toast and the escape has begun.

GAME HINTS

Armor does not protect against melee attacks, so manage Jack's Health Meter carefully when engaged in hand-to-hand.

GET TO THE SHOWER ROOM

Hightail it out of the area and make a break for the showers. Don't kill any guards along the way or you fail.

Run through the open door to your left and grab the Key inside.

Exit the room and follow the corridor to the left. Go through the doors to enter the Central Hub.

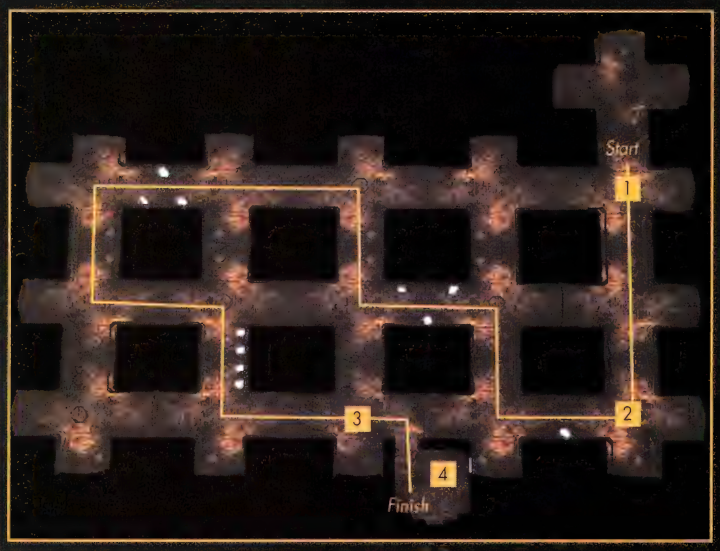
Exit Cellblock A. Follow the pathway to the left and then take a right at the first corner. Go through the metal gate and make a left. Go through one more metal gate to find the shower door beyond.

Enter the showers and run to the center. You see an inmate jumping into the drain in front of you—follow him.

GAME HINTS

Disarming tactic! Many of the enemies in *Dead to Rights™* are nosey. When they think Jack is around, some of them will likely come snooping. Wait behind cover and pounce when the moment is right to pull of a low-risk disarm. This works just as well for a Human Shield!

Sewer



ENEMIES

Convict

Strength: *Low*
Weapons: *.45 Automatic Pistol*

WEAPONS

.45 Automatic Pistol

ITEMS

None

FOLLOW THE MAP 1

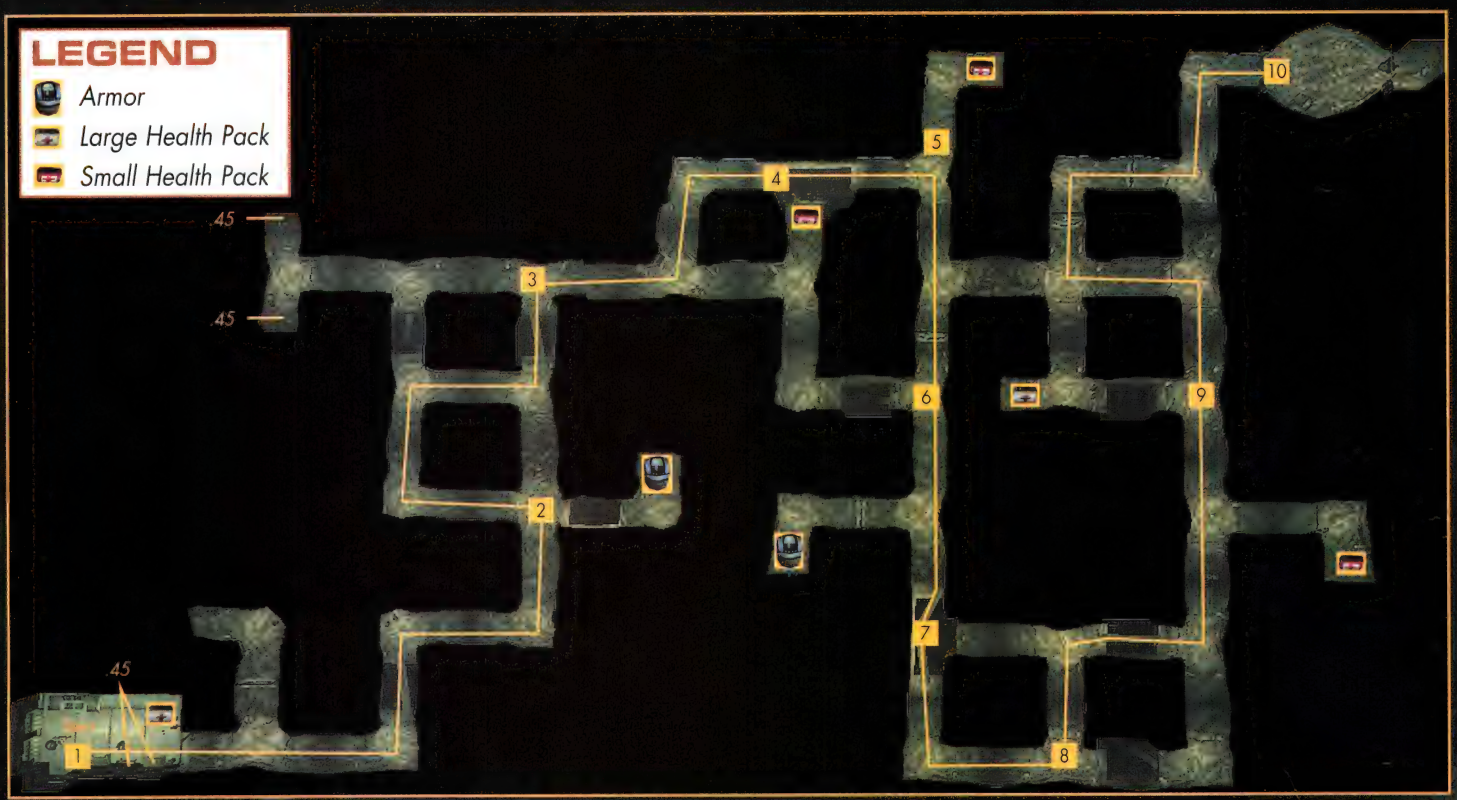
Follow the map to get out of the sewers. You don't get very far before you hear gunshots and empty threats. (1) Take out the convict with the gun, then pick up the weapon. It feels good to be armed again.

The sewers are infested with inmates! (2) Take out these soggy fools with the .45 you picked up, then grab their fallen guns.

More convicts wait to ambush you. (3) These former prisoners are no match for you, but are good for extra ammo. Use a slow-motion dive (Y) to assist you.

Once they're down and you've picked up their weapons, continue. Shoot the convict guarding the exit, run up the stairs, then leave. (4)

Mining Tunnel



ENEMIES

Convict
Strength: *Low*
Weapons: *.45 Automatic Pistol, SPAS-12 Shotgun*

WEAPONS

.45 Automatic Pistol
SPAS-12 Shotgun

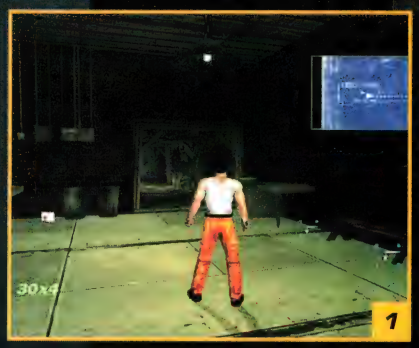
ITEMS

Large Health Pack
Small Health Pack
Armor

FOLLOW THE MAP 2

The entrance holds a few goodies. (1) Grab the weapons and health you need, then head into the tunnel. Be careful of the pit with a wooden plank bridge over it. Not far into the tunnel a convict tries to take your head off. Shoot him dead and grab his gun. (2) Further ahead the marked path is blocked. You'll have to find another way around.

To get Armor, head right and cross the pit with the small ledge. Use Wall Mode to negotiate the ledge. Grab the Armor and cross back. Head left of the blockage. A pit with no bridge forces you to turn right. Cross the planks over the next pit you find.



As you cross the wooden plank, you're ambushed. Start shooting as you cross. After you're past the pit you don't have the extra worry of falling.

More guys storm you from the left. Use the wall as cover and kill them when they get close. (3)

Run left if you need more ammo, then head right. Grab the Health Pack if you need it, then go to the pit with a small ledge on the left side. (4)

This is your only way across. Use Wall Mode (B) and cross the pit.

CAUTION

Be very careful as you cross the wooden planks over the black pits. If you fall off, you die a horrible death and have to start again. Make sure you are lined up correctly to safely cross.

FOLLOW THE MAP 3

After you get past the pit, two convicts wait to fill you with buckshot from the left. (5) Drop them with your .45's and take their weapons. Snap up the Small Health Pack if you need it.

More inmates shoot at you farther into the tunnel. (6) Hit the first guy to your right, then proceed and shoot the guys around the next corner. Pick up the Armor behind the fan, then get back on track. Down the path are more wooden planks over a deep pit. (7)

As you cross, two convicts unload on you from the left. Fire your .45's to drop them dead, then carefully continue across.

Around the next corner two convicts fire at you from the end of the hall. (8) Charge them, and when your reticule turns yellow, dive (Y). As time slows down, target your enemies and shoot them dead.

FOLLOW THE MAP 4

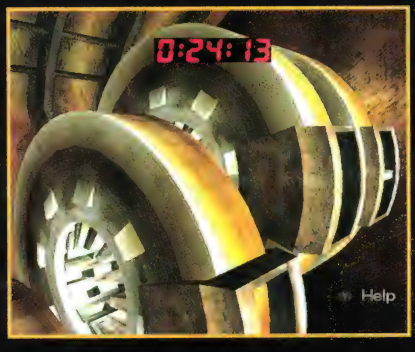
Expect more opposition when you get to this corner. (9) Shoot the guy hiding behind the barrels to your left and use the wall for cover. When the convicts come down the hall to get you, mow them down.

At the end of the tunnels you find a room full of former inmates. They aren't happy to see you. (10) There's a lot of them and they all have weapons, but they're not tough. Go through the metal door and get ready for a shootout.

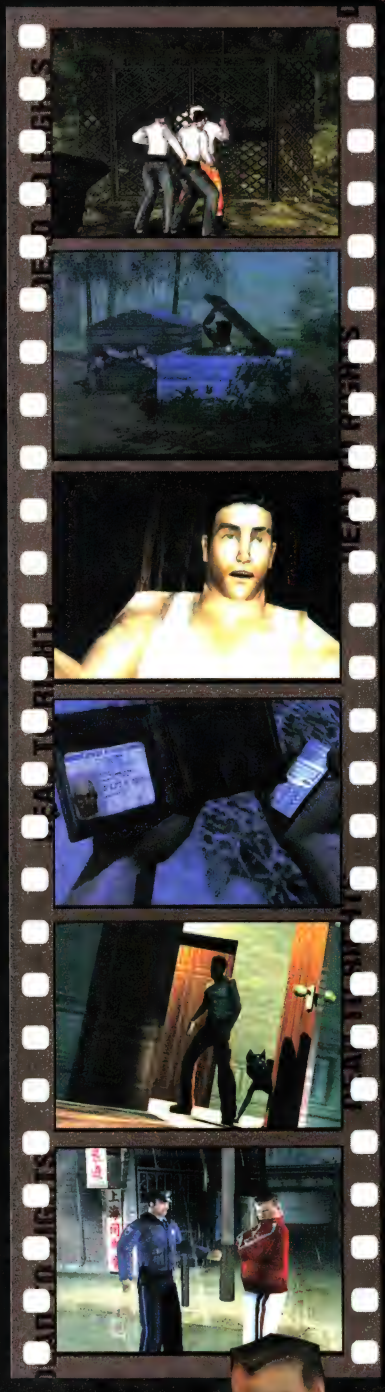
Dive to slow the action down. Take these fools down.

When the last convict drops, access the door at the back by picking the lock.

LOCK PICKING



Press A to stop each tumbler as its pin enters the Hot Zone. You have 30 seconds to pick the lock or you fail. The first tumbler rotates forward, the second backward, then forward, backward, and the fifth moves forward.



Hey Tattoo made it all the way to the end of the tunnels without his map, but the guards are right behind him. He doesn't belong on the streets anyway.

The alarm sounds as you exit the sewers. Get going.

A car tries to run you over, but Shadow saves your life and the car crashes into a tree. Good boy Shadow.

But who was trying to kill you? His ID says Marvin Silt. Probably one of Tattoo's no-good friends. His car will come in handy.

You know the perfect place to hide and get out of the prison clothes: Blatz's apartment. He won't mind if you borrow his clothes, because he's dead.

Now you can concentrate on finding who killed your dad and who set you up. But first you need a gun. It's off to Chinatown to visit Fat Chow.

Chapter Four: Black Orchid

Fat Chow is a good guy from whom to get weapons. Unfortunately he also sells to the bad guys on the street. But there's no time to worry about ethics. You need some powerful hardware.

Fat Chow is as slimy as they come, but business is business. And when you find him, trouble is not far behind. It looks like a little payoff is in the works. But Fat Chow doesn't like witnesses and that means he doesn't like you.

Chinatown Pursuit

ENEMIES

Thug
Strength: *Low*
Weapons: *.45 Automatic Pistol*

Hitman
Strength: *Low*
Weapons: *M629 .44 Magnum Revolver, AKM Assault Rifle*

Enforcer
Strength: *Medium (Armor)*
Weapons: *AKM Assault Rifle*

WEAPONS

.45 Automatic Pistol
SPAS-12 Shotgun
M629 .44 Magnum Revolver
AKM Assault Rifle

ITEMS

Armor
Large Health Pack
Small Health Pack

FOLLOW FAT CHOW 1

Fat Chow doesn't like the look of you and hustles off, leaving his men behind to do his dirty work. Use your diving technique and target the fools in front of you. (1) When they're down, grab the Armor for more protection and the shotgun for heavier firepower.

Walk slowly down the street after Fat Chow and get ready for two thugs to jump out from behind the truck. Use the big truck for cover. (2) When those thugs drop, more enemies charge from a hiding spot ahead to the right.

The car to the right of the truck makes nice protection. Fire at the enemies from the safety of your spot. (3) When that group is dead, another appears farther down the road. Use the cars for cover and take the bad guys down.

FOLLOW FAT CHOW 2

Now things start to get ugly. The wall and pink car offer protection from enemy gunfire. Take out anyone standing too close to your corner. Enter Wall Mode and use your .45 to shoot the enemy perched atop the big rig ahead. (4)

Head to the front of the pink car and shoot everyone in range without exposing yourself to gunfire. When everyone in the immediate vicinity is dead, move between the car and the wall. As you move between car and wall, two punks try to stop you—a few shots and they're history. (5)

FOLLOW FAT CHOW 3

Head to the front left side of the big rig. Shoot anyone who tries to come up the left side of the truck. Target the enemies shooting at you from across the street. (6) Switch back and forth between these two spots until all enemies are dead. Grab the Large Health Pack if needed.

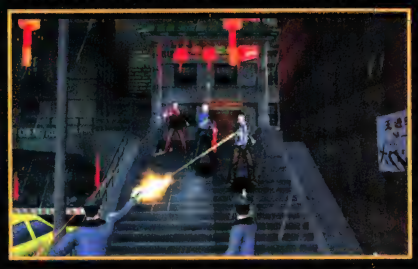
That's not the end of it. More enemies run down the stairs ahead to join the fray. (7) Keep to your cover and take them out. Kill Chow's men shooting from the walkway above. Shoot any stragglers on sight as you head up those stairs.

TIP

If you are full on ammo for a certain weapon, you can't pick up more. Remember what type of ammo you left behind so if you run out you can get it.

FOLLOW FAT CHOW 4

You don't make it far up the stairs before the police show up and stop you. But after Chow's men open fire, you're a free man.



Use Shadow to kill one of the fools charging you from behind so you can get rid of one and get a weapon at the same time. (8) After you get a weapon, take out the joker's two friends. With your back clear, concentrate on those enemies on the stairs. (7) Grab any weapons lying about. When you kill one bad guy, more appear; two enemies appear from down the street. Kill them, get their ammo, and head up the stairs toward the cop car. (9) Fat Chow walks into a place like he owns it. Maybe he does! And maybe that's where you can find some weapons.

GAME HINTS

Got the button mashing blues? Fighting in *Dead to Rights*™ is two-way. You'll need an equal balance of offense and defense to make it out alive. Expect tougher enemies and bosses to throw longer combos, so be ready on the block/dodge button.

Gambling Den

ENEMIES

Thug
Strength: Low
Weapons: .45 Automatic Pistol, M210 Double Barrel Shotgun

Hitman
Strength: Low
Weapons: SPAS-12 Shotgun

WEAPONS

.45 Automatic Pistol
SPAS-12 Shotgun
M210 Double Barrel Shotgun
M4 Carbine Assault Rifle
L96A1 Sniper Rifle

ITEMS

Large Health Pack
Canister
Small Health Pack
Armor

FIND CHOW 1

Inside the gambling den, follow the corridor to the left and down the stairs. Run through the open doorway and duck low. Shoot anyone in the entryway. (1) Stay in the entryway because it offers protection from bullets and you can shoot anyone who tries to come around to get you.

When the enemies stop coming, it's time to go after them. Shoot out the glass in the entryway if it is intact. Let Shadow attack, or shoot anybody who is in the closest part of the gambling den. (2)

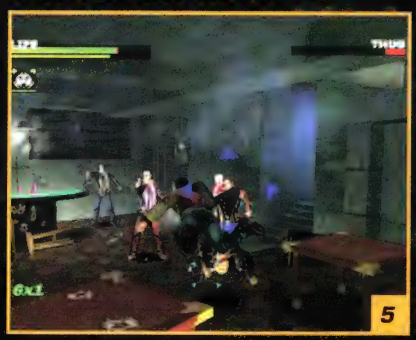
When that part is clear, move out of the entryway and target the thug hiding behind the card table in the second half of the gambling den. (3)

One more thug to go, and he's standing near the cashier's cage. (4) Watch out! He's holding a double barrel shotgun and he's got an itchy trigger finger. Duck behind the wall separating the rooms. After he takes a shot, run toward him and fire away. He drops in no time, leaving you his shotgun.

TIP

Avoid using your M629 .44 Magnum Revolver. It's great for long-range shots, and you may need it later to deal with some snipers.

FIND CHOW 2

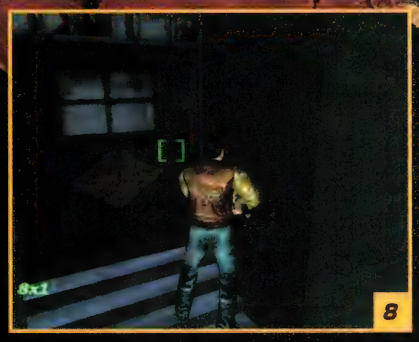


Fat Chow is hiding in the cashier's cage. (4) Try the door and you find it locked. Fat Chow remembers that there's a bounty for you and orders his men to get you. A few fools emerge from the doorway to your right. (5) Slow-motion dive and shoot them. Or use the canister to blast the suckers.

Crouch behind the wall that separates the room's two halves, because more guys appear on the other side. (6) Shoot anyone who tries to cross into the same room as you. When no one else attempts to get close to you, bring the fight to them. Rise up and shoot anyone on the other side. Collect the key to the cashier's cage from the last guy who dies and collect all the weapons scattered about.

When you open the cashier's cage, Fat Chow is shaking like a leaf. He knows Marvin Silt, and knows he hangs out at the Black Orchid a lot. That sounds like a good place to check out. With the police arriving, it's time to get out.

Grab the Armor and Large Health Pack on the other side of the table, then the M4 Carbine Assault Rifle and L96A1 Sniper Rifle from the gun locker. (7) Once you leave the cage, quickly head toward the exit because the police start shooting you. (5) When you get to the exit door, press B to leave. (8)



Chinatown Ambush

ENEMIES

Thug
Strength: *Low*
Weapons: *.45 Automatic Pistol, M210 Double Barrel Shotgun, PSG 1 Sniper Rifle*

Hitman
Strength: *Low*
Weapons: *AKM Assault Rifle*

WEAPONS

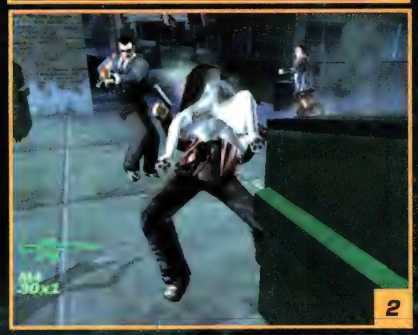
.45 Automatic Pistol
AKM Assault Rifle
M210 Double Barrel Shotgun
PSG 1 Sniper Rifle

ITEMS

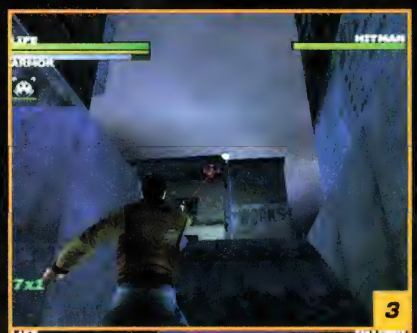
Small Health Pack

FIND MARVIN SILT 1

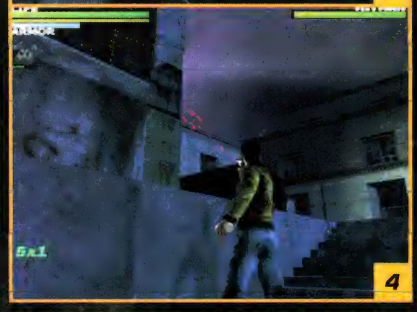
Get to the wall and enter Wall Mode. (1)



If someone comes down the stairs, blast him with the shotgun. If anyone runs above the stairs, release Shadow to take him down and deliver his gun. (2)



Snipers try to keep you pinned down from the rooftop. (3)



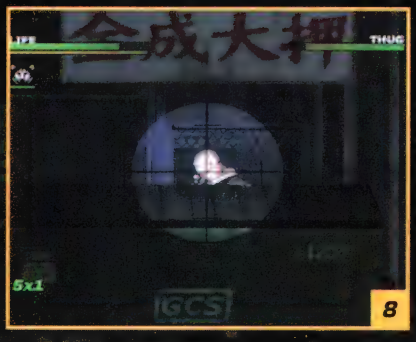
Use your M629 .44 Magnum Revolver or Sniper Rifle to make short work of the first one. Kill anyone who runs by the stairs until you don't see any more movement. When activity stops, move along the base of the stairs in a crouch to the opposite wall. Switch to manual targeting (or use a Magnum) and get the other snipers shooting at you from the rooftops on the left. Ease up the stairs and get the last rooftop sniper. (4)

FIND MARVIN SILT 2

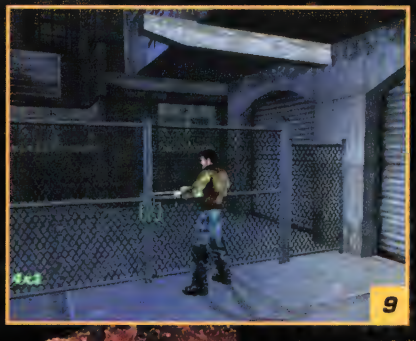
Leave the stairwell. At the top of the stairs, dive and shoot anyone in the immediate vicinity. Run for the alleyway containing the big truck for safety. (5) Get the guy standing on the truck as you run up. Keep going. Run into the street and dive for the corner across the way. Shoot the guys firing at you from behind the trash bin. (6)

With your back to the wall, use your sniper rifle to zoom in on the hitman behind the car. (7) When he's dead, two fools rush from the alley. (5) Mow them down and move around the corner and crouch by the trash bin.

If those thugs behind it are still alive, pop up and take them out. (6)



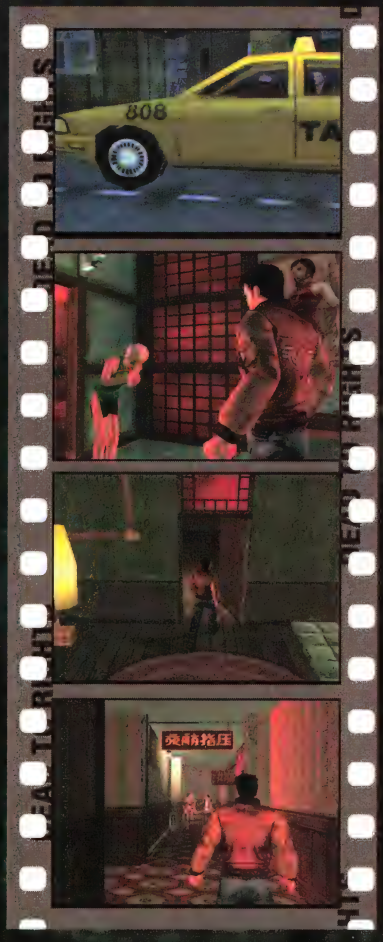
The last of your enemies lurk down at the end of the alley. (8) Use you L96A1 Sniper Rifle to finish them off.



When everyone is dead, head to the gate at the end of the alley. (9)

LOCK PICKING

Time to use your lock picking skills again. Stop each tumbler as its pin enters the Hot Zone. The first tumbler rotates backward, the second forward, the third and fourth tumblers rotate backward, and the fifth and final tumbler rotates forward. If you don't set the pin correctly you move back a tumbler. When all five tumblers have their pins in the Hot Zone, you've picked the lock. Hurry, because you have only 20 seconds to pick the lock or you fail.



Once through the gate you can get a cab to Black Orchid.

It's time to find out why Silt tried to run you down. Maybe the friendly hostess knows Silt.

You have to hand over your gun before you enter. The place looks nice but something seems fishy.

You don't have time to sit around and wait. Good thing you didn't. Some goons are coming to get you.

Massage Parlor

WEAPONS

.45 Automatic Pistol
M92 Silenced Pistol
M210 Double Barrel Shotgun
SPAS-12 Shotgun
MP5-A5 Submachine Gun
M4 Carbine Assault Rifle

ITEMS

Small Health Pack
Large Health Pack

ENEMIES

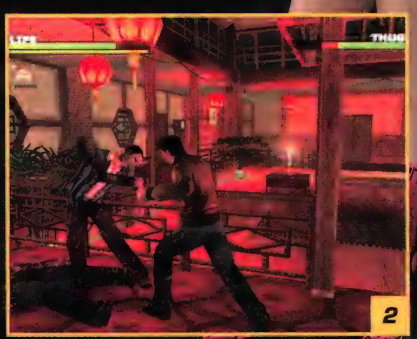
Thug
Strength: *Low*
Weapons: *None, M92 Silenced Pistol*

Hitman
Strength: *Low*
Weapons: *.45 Automatic Pistol, M210 Double Barrel Shotgun, SPAS-12 Shotgun*

FIND MARVIN SILT 3

Things quickly go bad. Two thugs attack you in the hall. (1)

Beat them down, then move around the corner into the central area. (2)



TIP

While it isn't normally the case, during this fistfight you can use Shadow.

Sprint across the parlor and take out any enemies that get in your way as you go. Check out the flyer on the beam. What the...? Hey, is that Hildy?!

GAME HINTS

Cycle weapons (via the D-pad) when Jack is holding a flammable canister, if you wish to drop it.

There's no time to think about it now. Check out the door with the red Action Icon on the opposite side of the parlor. (3) Sounds like something naughty is going on behind the door.

Press B and Jack says he needs to get some guns before going in. Go back to the center and you find Horse. (4) You want your gun back, but he won't give them up without a fight.

TIP

A lot of enemies are running around. Don't waste too much time fighting them. You only need to check the door then defeat Horse to move on. If an enemy gets in your way while you're trying to accomplish these goals, take him down.

Horse

Horse doesn't like the idea of giving you back your weapon. You have to use force to get it back. Assault Horse with punch and kick combos when you can. Most of the time you have to run away from the thugs and hitmen trying to stop you. Attack these enemies when you must, but remember that the real objective is Horse. His friends respawn until you knock him out. This is a frustrating fight because there are so many henchmen floating around that it's hard to isolate Horse. Get him to follow you into one of the rooms. That cuts down the crowd. A few rooms have Health Packs to help you survive. After he's down, grab your weapon, and continue after Silt.

TIP

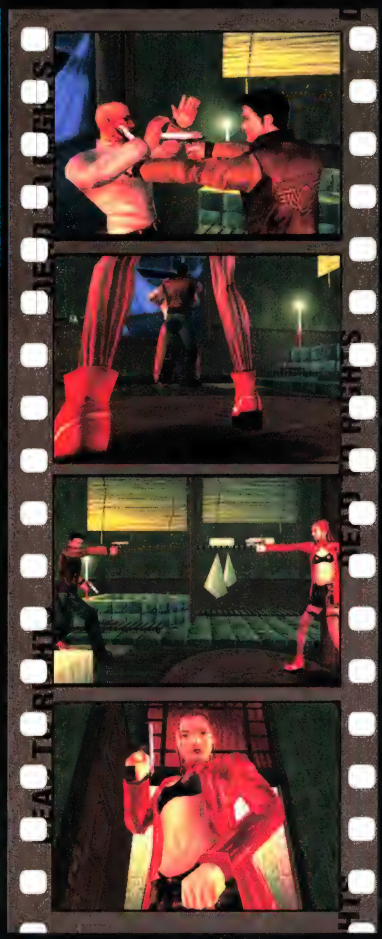
Some of the jerks with Horse drop Health Packs when they're defeated. It's a risky gamble to rely on that, though, so quickly get Horse down.

After you get your weapon, confront Silt. A gun to his head will make him talk.

So he does know something. You're just about to get some information out if him when...

...Eve puts a bullet in his head. But you weren't done with him yet!

Maybe she knows something that could help you. She knows about Patch. With bullets flying through the air, you two better find a better place to chat.



PROTECT EVE 1

Eve is involved in a shootout in the hallway. First grab the shotgun in the corner. After Eve kills one of the fools out in the hall, run out and use Shadow on the other. (5)

Follow her around the corner and into the center of the massage parlor. When you get to the center, Lotus and her assassins run out to stop you. (6)

GAME HINTS

Strategically drop flammable canisters in key areas, then blast them using Manual Targeting at opportune times.

Lotus and Assassins

Lotus and two assassins emerge from the door that Horse came through earlier. Your job is to kill those three, keep Eve alive, and keep yourself alive. (4) Run up close and target the assassins first. Use your slow-motion dive and fire your .45's at an assassin. That drops one of them in a single dive and nets you an MP5-A5. As you fight, massage parlor service girls come out of the woodwork and shoot at you. Grab both MP5-A5 Submachine Guns by popping the assassins.

Keep on the move and use the back hallways for cover. Kill any of the service girls who get too close, are in your way, or are hurting Eve. The assassins look a lot like service girls, so be rid of them first. Your main goal is to kill Lotus. She is wearing a green dress. Watch out for her M4 Carbine Assault Rifle. She's your secondary concern, after the assassins. Find her, use a slow-motion dive, and empty the MP5's into her green dress. Then unload your arsenal until she crumples to the floor.

Outside Parlor

ENEMIES

Hitman
Strength: Low
Weapons: .45 Automatic Pistol, AKM Assault Rifle, SPAS-12 Shotgun, M210 Double Barrel Shotgun, M92 Silenced Pistol

Lieutenant
Strength: Medium (Armor)
Weapons: AKM Assault Rifle, SPAS-12 Shotgun

WEAPONS

.45 Automatic Pistol
M92 Silenced Pistol
M210 Double Barrel Shotgun
SPAS-12 Shotgun
AKM Assault Rifle

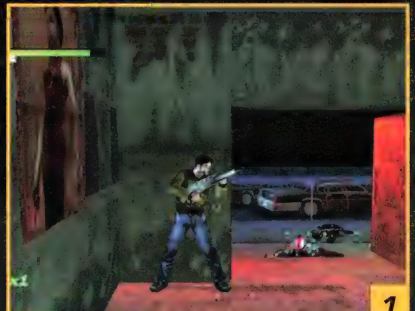
ITEMS

Small Health Pack
Large Health Pack
Armor

PROTECT EVE 2

The massage parlor is surrounded by Fat Chow and his Triad goons. He sure carries a grudge. Get Eve to safety. Use Wall Mode and use your pistols and Shadow to get anyone who's out of your shotgun's range. (1) Watch for people hiding behind those parked cars out front.

When no one else charges the stairs, leave the entryway and kill anyone left in the area. Head up the street, but watch out for the hitmen in the alley. Blast them into bloody bits. (2)



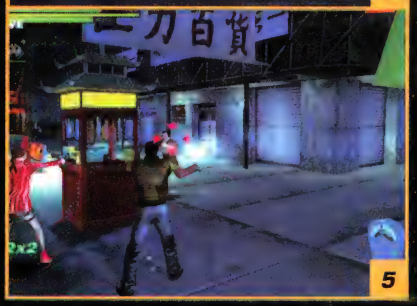
After they're dead, watch your back. A swarm of enemies appears near the parked cars by the entrance to the Black Orchid.

Kill the closest ones in the street, and keep up with Eve. If she dies, you failed. When the rear is clear, join her behind the parked car and shoot anyone who gets close. (3)

PROTECT EVE 3

Eve is off and running. Follow her across the street and blast the fools who get in your way. Take out the guys hiding behind the big truck across the street. (4)

When Eve moves up the street to the telephone booth, follow her. Shoot the guys coming out of the alleyway before they have a chance to hurt her. (5) Then unload on any other bad guys who try to hurt you or Eve.



PROTECT EVE 4

Eve continues up the street. More enemies come out to shoot her. Watch her back and get those guys before they do serious damage. She ends up near The Den of Iniquity. (6)

She's surrounded by bad guys trying to kill her. Run up and dust the creeps before they succeed. After Eve is safe and you make it to The Den of Iniquity, you find your old friend, Fat Chow. (7)

Fat Chow

It looks like Fat Chow found a rocket launcher. Run into the alley behind you for some Armor. (8) He fires a rocket into a car near him and drops some of his Armor from the blast. After you have the Armor, sprint out to the street, but avoid incoming rockets. Make a slow-motion dive at Fat Chow, who's standing by the cars and unload your clips. Keep a continuous stream of gunfire on him and he'll be dead in no time. If you get in trouble, there's a Large Health Pack on a bus stop bench for you to grab.

Chow's rockets travel in a straight line, so don't rush him head on. Keep angling toward him if you need to get close so that he can't get a bead on you. This isn't a tough fight, but if one rocket hits you or Eve, it's over.

The henchmen milling about are Eve's problem. Fire at Chow, dealing with his cronies if you need ammo. A couple of slow-motion dives with M11's end it. Otherwise, stay close (angling as you run) and unload on the jerk.

You both survived and Eve thinks you two should meet up again.

You get her card: Eve Adams. Nice name.

Then, just like that, she's gone. You'll probably see her again.

Chapter Five: A Late Goodbye

Time to visit your father's grave. Hildy unexpectedly shows up. It's sad to hear that she was fired. She really knew how to work the pole.

Hildy is useful and knows what your dad was investigating when he died. He was working for Exner and looking into Pinnacle and his GAC goon squad. Could Pinnacle have had something to do with your dad's death? Shots ring out, so it's time for Hildy to go. You have work to do.

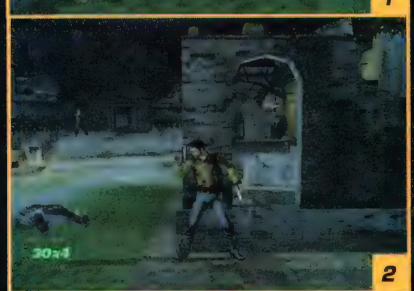
Graveyard Part 1

ENEMIES

Clown
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun, AKM Assault Rifle, M11 Silenced Submachine Gun*

Joker
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun, SPAS-12 Shotgun, M11 Silenced Submachine Gun*

ESCAPE THE CEMETERY 1



Scary clowns are trying to kill you! Put an end to this nightmare and get them before they get you. Let Shadow take care of the clown to your left. (1) Enter Wall Mode B and take out the clown on the ramp with your pistol. (2)

WEAPONS

MP5-A5 Submachine Gun
SPAS-12 Shotgun
AKM Assault Rifle
M11 Silenced Submachine Gun

ITEMS

Armor
Small Health Pack
Large Health Pack
Canister

Crouch and sneak to the wall to your right. Creep along the wall and shoot the joker ahead on the ledge. (3) When he's down, go to the starting location. Shoot the joker that tries to get you. Run to the broken wall. (4) A clown runs to the ledge above you. Fill him with buckshot.

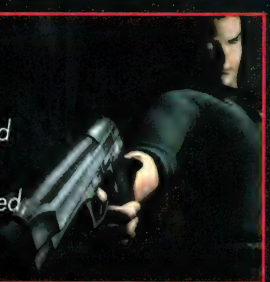
GAME HINTS

Conserve Adrenaline! After you've eliminated the last threat during a slow-motion dive, quickly cancel it with a second press of the dive button.

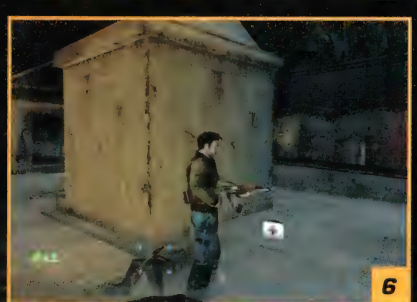
Run to the ramp and shoot anyone who shows his face. Duck behind the wall to the right of the ramp. (5)

CAUTION

If you hear the whir of a helicopter, find some cover. The gun on that thing will mow you down in a hurry. Keep covered, and after a while it flies away.



ESCAPE THE CEMETERY 2

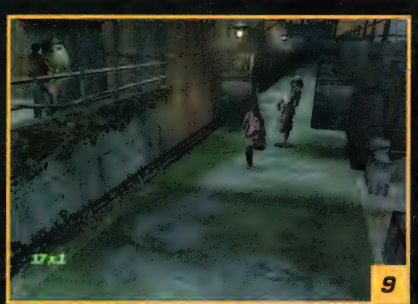


When the immediate area is free of bad guys, go up the ramp and down the pathway to the left. At the end of the pathway behind the second structure are a joker and a clown. (6) Kill them and grab the Armor and health if you need it.

Return the way you came, but continue on the walkway instead of going down the ramp. Keep going forward to find a clown behind another structure. (7)

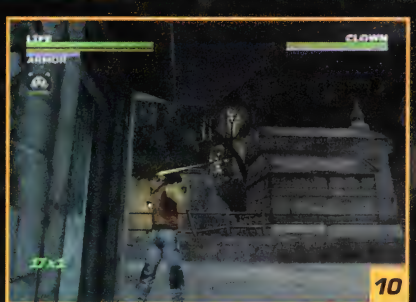
Kill him and hit the switch. (8)

ESCAPE THE CEMETERY 3

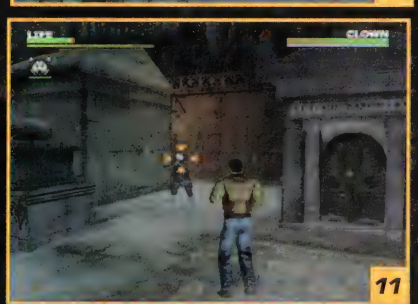


Hitting the switch opens the gate below, and more bad guys enter the area. (9) Shoot them, then get the sniper shooting at you from across the way. (10)

Head for the ramp and get ready for company. Use the structure to the right of the ramp for cover and take these fools down. (11) Use the canisters to waste them.



When the coast is clear, run for the open gate to leave this area. (9)



Graveyard Part 2

ENEMIES

Clown
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun, AKM Assault Rifle, SPAS-12 Shotgun*

Joker
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun, AKM Assault Rifle, SPAS-12 Shotgun*

Mercenary
Strength: *Medium*
Weapons: *None, MP5-A5 Submachine Gun*

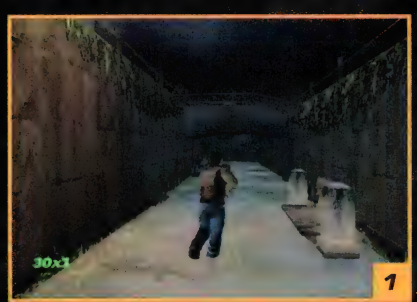
WEAPONS

MP5-A5 Submachine Gun
SPAS-12 Shotgun
MARK 3-A2 Automatic Shotgun
AKM Assault Rifle

ITEMS

Armor
Large Health Pack
Canister
Small Health Pack

ESCAPE THE CEMETERY 4



Run down the long walkway. Don't worry about the guys who run across the bridge ahead. You'll get to them soon. (1)

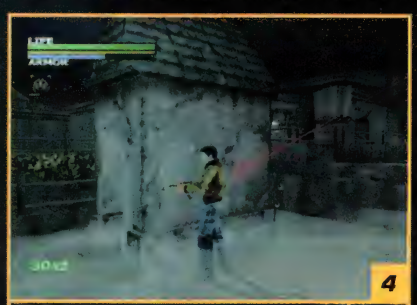
After you get to the bridge, get your MP5-A5 ready because a joker drops in front of you. Blast him, then get some cover from the left wall.

Two more jokers rush from the ramp ahead to the left. (2) Riddle them with bullets, but don't leave your cover yet. A clown shoots at you from above your left side. (3) After he fires a few shots, run to the right wall, target him, and let your dog out. Shadow has a nice leap and easily kills the clown.

3

ESCAPE THE CEMETERY 5

Run up the ramp and use the structure to your left as cover from gunfire from across the way. (4) Keep your gun pointed ahead of you above the small wall. (5) When two enemies appear beyond the wall, shoot them with your AKM or MP5-A5.


4

5

6

Run to the spot where their bodies fell, and let Shadow attack the clown shooting you from the bridge. (1) Duck behind the small wall around the bridge area for cover from the clown near the pillars. (6) When there's a break in the shooting, rise and take him down with your AKM. Cross the bridge and run to the spot where he fell. When you get close to the pillars, four mercenaries jump down to kill you. Target them and shoot as you backpedal to a corner for safety. Use the pillars for cover from the mercs at whom you're shooting. When the mercenaries are dead, grab the Large Health Pack if you need it.

GAME HINTS

Low health and armor got you down? Don't underestimate the healing powers of a good Human Shield. So long as you've not filled the enemy with lead before grabbing him, you've got yourself a full enemy health-gauge to work with.

ESCAPE THE CEMETERY 6

7

Run to the wall that separates that area. (7) You should be able to hear gunfire from the three goons on the other side. (8)

8

Have Shadow kill the clown ducking behind the small wall first. When he's down, use the wall for cover and shoot the other two with the AKM.

Collect any of the fallen weapons and grab the Armor in the open mausoleum. Exit the enclosure where you just killed those three enemies and run to the right to the green Action Icon. (9)

9

Pull the Switch B to open the gate below. (10)

10

11

After you pull the switch, backtrack to the bridge and fire your MP5-A5 on the creep who tries to stop you. Cross the bridge and drop the guy shooting at you from the cliff to your left. (11)

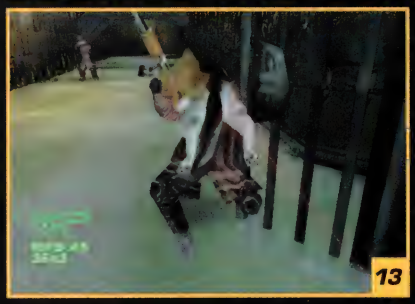
12

When he's down and you've crossed to the other side, run to the structure on your left to get some cover from the helicopter. (12)

TIP

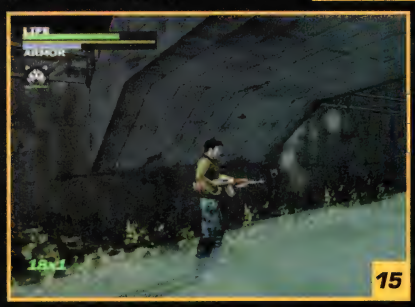
There are a few hard to reach enemies around this level. Don't waste your ammo trying to shoot them when they are not close. Avoid their gunfire from afar, and eventually you'll arrive at a spot where a few bullets can easily drop them.

ESCAPE THE CEMETERY 7



When the helicopter has spent its load and flown off, make a break for the ramp. (2) Head down the ramp to your left and find cover behind the wall to the right of the open gate. (10)

Use Shadow to kill one of the jokers guarding the path beyond the gate. (13) Charge through and take the other as a Human Shield. Keep charging down the pathway and kill the fools at the end with your AKM. (14)



Don't go all the way to the end, but hide under the bridge. (15) The bridge provides some cover from enemies in the cliffs above you. (16)

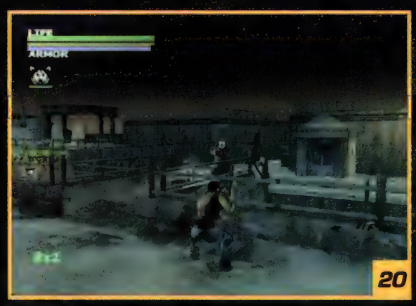
Use Shadow to kill the clown running around the ledge above you near the bridge. When there's a break in the shooting from the cliffs, move forward and take those fools down.

Run to the ramp on the left and shoot any enemies that might have escaped your gunfire so far. (17)

ESCAPE THE CEMETERY 8

Go up the ramp, head to your left, then make another left over the bridge. (15) On the other side, grab the Armor between the two structures ahead and pull the switch B with the green Action Icon on the wall to the left. (18) Pulling the switch opens the gate across the way and alerts more enemies to your presence. (19)

Shoot the clown who crosses the bridge, then duck behind the wall near the bridge. (20)



Use Shadow and your AKM to take out the other two fools across the way. When the coast is clear, run through the open gate.

Graveyard Part 3

LEGEND

- Armor
- Canister
- Large Health Pack

ENEMIES

Clown

Strength: *Medium*
Weapons: *AKM Assault Rifle, MARK 3-A2 Automatic Shotgun*

Joker

Strength: *Medium*
Weapons: *SPAS-12 Shotgun, M11 Silenced Submachine Gun, MP5-A5 Submachine Gun, PSG 1 Sniper Rifle, AKM Assault Rifle*

Mercenary

Strength: *Medium*
Weapons: *None, MP5-A5 Submachine Gun*

WEAPONS

MP5-A5 Submachine Gun
SPAS-12 Shotgun
MARK 3-A2 Automatic Shotgun
AKM Assault Rifle
M11 Silenced Submachine Gun
PSG 1 Sniper Rifle

ITEMS

Armor
Small Health Pack
Large Health Pack
Canister

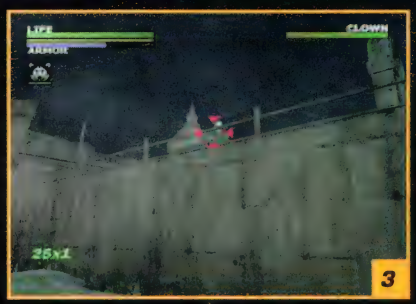
ESCAPE THE CEMETERY 9

Run down the pathway, but stop when it starts to bend to the right. (1) If you go around the corner, a helicopter will mow you down. Wait for it to unload its passengers, then creep around the corner. If a joker runs up to you, use your submachine gun to mow him down.

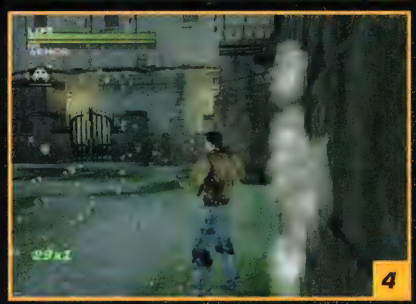
GAME HINTS

Don't forget the almighty headshot! Most enemies can be killed with a single shot to the head. Be careful not to risk overexposure when lining up your shot, though.

Run down the walkway and use your AKM to shoot the clown hiding on the bridge. (2) Stay along the left wall and watch for an enemy to appear on the right. When he tries to shoot your head off, take him down. (3)



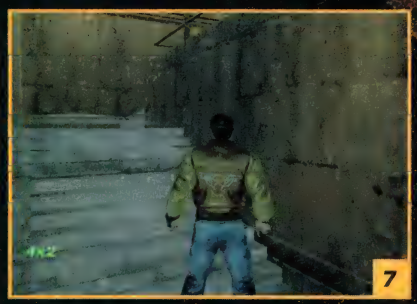
Watch the end of the straightaway and use your AKM to kill the jokers who appear. (4) Edge around the corner on the left if they run back and hide. Shoot them when they show their faces.



ESCAPE THE CEMETERY 10

When the coast looks clear, continue along the path. When you get to the locked gate with the red Action Icon on your left, get ready to backtrack. (5) Some fools rush out to meet you, including two mercenaries. Run to the walkway you came from, then blast them with your MARK 3-A2 Automatic Shotgun.

Return to the locked gate to see a clown at the end of the walkway near the far wall. (6) Use the wall across from the locked gate for cover as you get closer to him. Between his shots, run out and shoot him. When you get close to his position, two mercs appear from that spot. Run at them and use your MARK 3-A2 to make short work of them.



Run up the stairs to the right of the clown you just killed to find another clown shooting at you. (7)

Run to the upper level and duck to use the wall to the right as cover. Rise after a round of his shooting and dispose of him with your M11's. (8) Take cover behind the wall along the stairs to avoid fire from the newly arrived helicopter.

ESCAPE THE CEMETERY 11

With the helicopter come more enemies to get in your way. Stay in your hiding spot and blast anybody who appears at the bottom of the stairs. Run across the upper level to the other side and crouch. (9) Some jokers are trying to kill you from below. Show them it was a mistake to mess with you.

When everybody is dead, return to the bottom level and head to where you started. Jokers are waiting to ambush you. (10) Make the wall to your right your cover. Use your automatic shotgun or your assault rifle to take them out one by one.

When they're all dead, head to the gate that used to be locked. (5) The gates are wide open now. Go downstairs and check it out.

ESCAPE THE CEMETERY 12

When you get to the base of the stairs, three clowns jump out. Head to the left and take out the first with your M11's. As he drops, head around the shelves to the right and take out the second clown. When he's gone, blast away on the third who tries to take shelter behind the second set of shelves.

When the clowns are dead, two jokers rush from the door behind the second set of shelves. Use the pillar to the left of the shelves and enter Wall Mode (B). Using Wall Mode, take out one, then the other.

Head through the doorway, but stick to the left wall. Down the hallway to the left, two enemies fire at your location. Enter Wall Mode, then use Shadow and your MP5-A5 to kill them.

NOTE

The room at the center of this basement area is locked for now. You'll have to find another way in from upstairs.

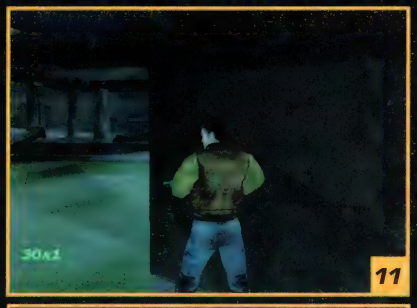
ESCAPE THE CEMETERY 13

Follow the hall until it forces you to turn right. Two jokers appear, so use the pillar to your right and enter Wall Mode. Use your MP5-A5 to drop the one who stays in the hallway. The other ran into the hall behind the pillar. Ease your way around the pillar and enter Wall Mode when you see the joker beyond. A couple of shotgun blasts should do the trick.

Continue down the hall that the first joker was standing in, but keep to the right side. A flight of stairs heads up at the end of the hallway. Before you get there, you must kill the joker standing at the base. Use the pillar on the right at the hallway's end to enter Wall Mode again. Use Shadow or your submachine gun to take the joker out. Grab the Large Health Pack if needed.

Another joker is hiding behind the pillar you're using as cover. Ease your way around the pillar and enter Wall Mode when you see the enemy beyond. A couple of shotgun blasts should do the trick. That is the last enemy in this underground area—for now.

ESCAPE THE CEMETERY 14



Run up those stairs you passed earlier and stay in the entryway at the top. (11) The helicopter drops some more fools into the area.

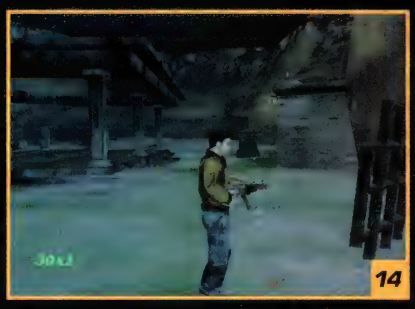
Enter Wall Mode at the top of the stairs and drop some fools hiding among the pillars using Shadow, the AKM, and your submachine gun. (12) When three or four goons are dead, run out of your spot.

Out of the tunnel, run to your right and duck behind the large gravestone. (13) Shoot any stragglers in the area. When the coast is clear, follow the wall on your right to an open grate.

GAME HINTS

Use Shadow early and often. He's the ultimate smart-bomb that also brings back a weapon. Good boy!

(14) Jump into the open grate to enter the locked room in the basement area you previously encountered.



ESCAPE THE CEMETERY 15

After you're down there, target and kill the mercenary shooting at you. When he's dead, grab the Armor and the Handle you need to open a gate above.

Exit the barred room through the open gate. From the room, head to the left and get behind the pillar on your left. Get in Wall Mode and use Shadow to attack the joker at the end of the hall.

ESCAPE THE CEMETERY 16

Now that you have the Handle, head up the stairs you recently used. From the top of the stairs you should be able to see two enemies across the way taking shots at you. (15) Use the intervening pillars as cover and carefully make your way to the left side to get closer to the enemies. When you get to the last pillar, wait for a break in the fire, then charge the target on the left. Use the MP5 to kill him before you target the enemy on the right; kill him as well.

The gate below those dead guys is locked. (16) Use the Handle ⓑ on the green Action Icon to your right near the open grate. (17)

After you activate the green Action Icon, the gates swing open and a joker runs out for you to kill with your submachine gun. (16) Once he's down, enter the now-open tunnel.

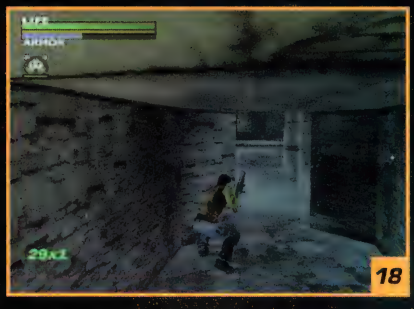
TIP

After you go to a new area where the game has a cut scene, all items from the past area reappear if you return. This is extremely helpful if you need more Armor or health. Remember those spots so you can go back and fill up.

ESCAPE THE CEMETERY 17

Proceed to the end of the tunnel and crouch behind the wall to the left.(18)

Three jokers shoot at you from high in the building ahead. Use your sniper rifle to zoom in and pop them. There's the first one above the pointed arch.



The second one is lower and to the left of the first.

The third joker stands in the shadows to the very far left. He's hard to see, but once you get a lock on him, he's as good as dead.

Fun time with the sniper rifle isn't over. Stay in a crouch and creep out of the tunnel. Across the way to the left, another joker is trying to hit you. (19)

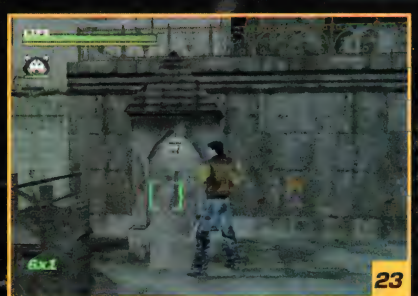
Zoom in on the top of his head and blast away. One shot and he's a memory. Turn to your right and find another joker. (20)

Target the top of his head and drop him.

ESCAPE THE CEMETERY 18

When all the enemies up top have been killed, run to the fence on the left and crouch. (21) Some jokers down at the bottom level are ready to kill you. Use Shadow, rise and shoot your M11's as they enter your range.

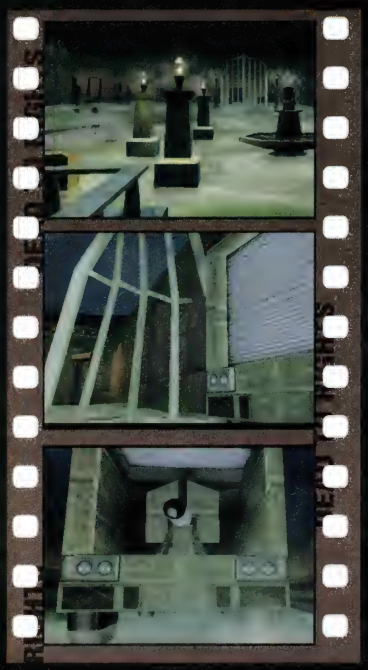
Run to the other side of the upper platform and toward the bridge. (20) When a joker appears from behind one of the structures, shoot him. (22)



Across the bridge, run to the left to the green Action Icon and press B. (23) This opens the final gate to get out of here. (24)

Run across the bridge and to the center of the platform. Take a right to go between the two short walls. Head left and jump to the lower level. (25)

Grab any weapons, Armor, or health you might need and run for the open gate. (24) Run to the left and you're almost out of the cemetery.

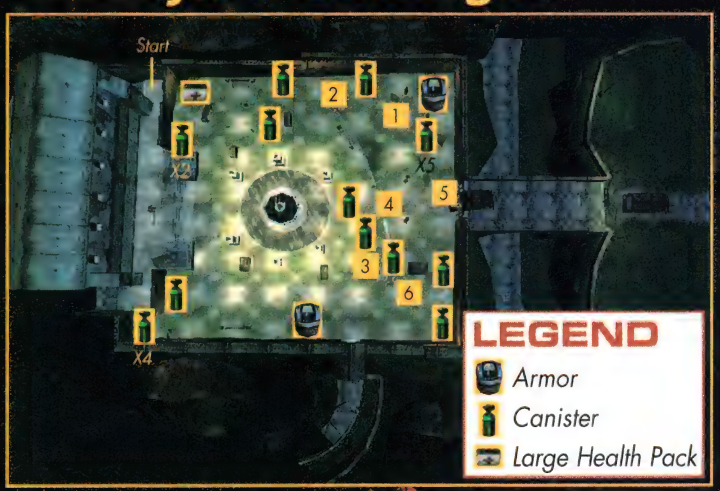


There's only one way out and that's the way you came in.

Unfortunately, those goons know that too. The main gate is up ahead, and if you can make it, you're home free.

If you thought you could get out of there without a fight you were dead wrong.

Graveyard Gun Fight



ENEMIES

Clown
Strength: *Medium*
Weapons: *AKM Assault Rifle*

Joker
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun*

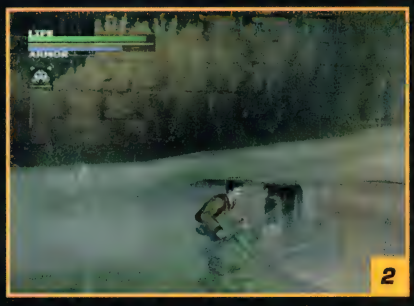
WEAPONS

MP5-A5 Submachine Gun
AKM Assault Rifle

ITEMS

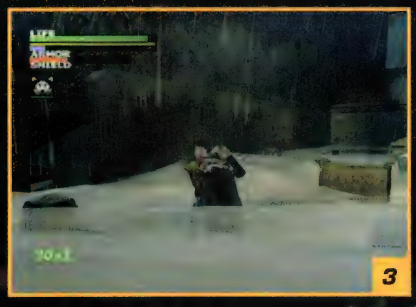
Armor
Canister
Large Health Pack

ESCAPE THE CEMETERY 19



That big gun these goons have will rip you to shreds if you get in its way. Run from cover to cover and head to the left of the gun. When you get closer to the side where the gun is you'll be out of its range. It can't angle enough to hit you in the corners closest to it. (1) Grab a canister and toss it at the gun. Shoot the canister when it gets close to the gun. Wait too long and the explosive cylinder will be out of range. Canisters are strewn around the graveyard, so take your pick. (2)

Clowns appear and take shots at you as you work. You can nail them or use them as shields. (3) It's also OK to ignore them and concentrate on the gun. If they get too thick, clear a few out. Grab the Armor and health as needed.



TIP

Keep moving to avoid taking a lot of damage from the big gun. Duck behind the gravestones when the fire gets especially heavy. After some long bursts of fire the gun goes down for a few seconds. This is an excellent time to move in and attack with a tossed canister.

ESCAPE THE CEMETERY 20

When the area is momentarily clear of clowns, attack the big gun. Grab a canister, and head to the area in front of the big gun. (4) Toss the canister at the gun. Shoot it when it's close to the gun to do maximum damage. (5)

Continue to toss and shoot canisters at the van and its gun. Use this technique even if the gun is firing at you, but the best time is when the gun is temporarily out of commission. After more bad guys appear, run for the cover of the tall gravestones in the right corner. (6) Grab the Armor if you need it and lie low; take out those jerks. Use your sniper rifle to hit the far away fools and your AKM to get any who rush you.

TIP

The big gun has trouble hitting a moving target. Don't stand still in front of it.

When the big gun blows up in a fiery explosion, you are free of that place.

You made it and Hennessey's not too happy to see you get away. What was he doing there?

Why didn't Eve tell you Mayhem Inc. was going to ambush you? She doesn't know anything about that. Most of the Mayhem Inc. people are preparing for the debate.

That would mean the ambush probably wasn't by them. But who? Exner is in for a lot of trouble at the debate tomorrow with an open hit out on her. You better meet Eve at the conference. You need Exner alive.

Chapter Six: Mayhem Incorporated

Near the stadium, a reporter tells the story of how the city's bitter political rivals are behind the stadium's walls ready to square off for the latest mayoral election. Pinnacle will likely be on the defensive. Exner claims that Pinnacle has a problem with the misappropriation of funds and that his anti-crime unit, GAC, uses Nazi-style tactics. Despite these accusations, Mayor Pinnacle leads in the polls.

With the reporter distracted, you have the opportunity to acquire a helicopter. Flying high in the sky, you spot Eve. The bad guys have also spotted her. Do something before she's toast.

Stadium

ENEMIES

Hitman
Strength: *Low*
Weapons: *Cannot Use*

Enforcer
Strength: Medium (Armor)
Weapons: Cannot Use

WEAPONS
M60 Machine Gun

ITEMS
None

PROTECT EVE 1

Eve is in deep trouble. Hurry and help her. As your view moves to the right, aim at the doorway. Guys run out and start shooting at Eve.

Unload your M60 Machine Gun on them. Hitmen go down pretty easy, but the enforcers take a few more shots. More creeps run from the right to join the fight. Show no mercy on them.

When you're down to the last guy, more enemies charge from the right. Unload your gun and kill them all.

You have unlimited ammo, so let your gun blaze. Head shots are instant kills. When you're out of ammo, release Ⓐ to stop firing. A new clip is loaded for you to start firing again. It's most important to protect Eve. If she dies, you lose. When everyone is dead, Eve finds a guy with a bomb. After she shoots him, it's time to disarm it.

TIP

Aim for the enemies closest to Eve. The closer they are, the more accurate they are, and the more damage they could do. Aim at the head if you can. A head shot drops them quickly.

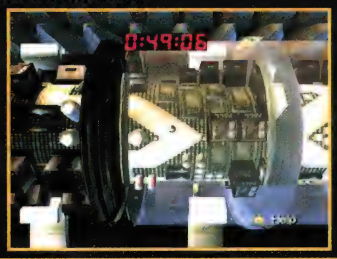
BOMB DISARM

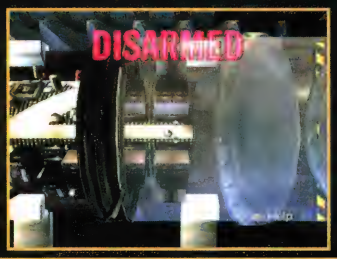
To disarm the bomb, you need to guide the detonator pin through the core's channel before your time runs out. The left thumbstick moves the detonator pin and the right one rotates the bomb. If the pin comes in contact with the circuitry, the bomb explodes. When you advance the pin between the electrodes, your time is extended.

For this bomb you have one minute to work the pin through the core. Get that pin moving. Follow the path and don't touch the sides. When the pin turns red you're as close as you want to be to the sides. Any closer and you're dog chow.

Rotate the bomb to see where the pin is going. If the path seems to be heading toward a lower level, rotate the bomb up to keep your view at the center of the screen. Pressing both thumbsticks rotates the bomb and pin at the same time. This keeps the pin in the same position so it won't touch the sides.

You get a five-second time bonus when you go through the electrodes. But when you're down to 10 seconds the timer starts flashing. You'd better hurry when this happens. Get the pin out of the bomb in time and you live. Follow this strategy for disarming all the bombs.





PROTECT EVE 2

More enemies are trying to get Eve. Move your target around the screen and blast those creeps. Don't miss the guy hiding behind the cart to the far right.

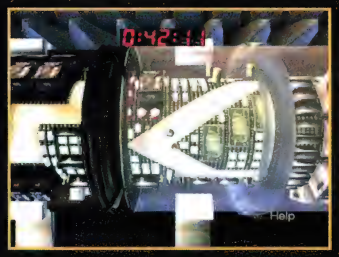
When the last guy is dead, more fools rush into the area. Some come from the doorway and some rush from the right. Unload your bullets into them and protect Eve. You have unlimited ammo. When the last enemy falls, she can run through the doorway.

TIP

Eve's health is regenerated after defusing each bomb. You can let her health sink low and it fills again in the next series of battles.

NOTE

Disarm another bomb. Disarming this bomb is the same as the last, so follow the same hints. This time you have 55 seconds to work the pin through the core. Make it quick.



PROTECT EVE 3

Don't these guys ever learn? Never mess with Eve when she has a friend in a nearby helicopter firing an M60. This group likes to bunch up, making it easier to move from one target to another. Bloody the floor with them so Eve can move up.

She doesn't get very far when another group of bad guys shows up to stop her. After your helicopter passes the pillar, aim your target to the left to shoot the first enemy. After he falls, work your way to the right dropping fools as you go. Watch for the guys hiding behind the carts as well.

When they're dead, another wave moves in for the attack from the right. They are powerful, so kill them quickly or Eve is a goner. Luckily, they stand fairly close together, so you don't have to move your target all over the place. When the last fool falls, Eve runs to the right and up the stairs.

TIP

Shooting an enemy can save Eve precious time. A single shot to an enemy makes him stop shooting for a bit. If Eve starts taking a barrage of bullets from a lot of enemies, spray the crowd with gunfire. This gives you time to keep Eve alive and finish off your enemies one by one.

PROTECT EVE 4

When Eve runs up the stairs to the next floor her Health Meter returns to full. This is great news because a lot of hooligans want to kill her. Move your target to the left and get to work.

Shoot the enemies closest to Eve and anyone who runs in to get a close shot at her. Work your way to the left and kill anyone trying to harm Eve. When they are neutralized, she can run to the left past the pillar.

More hitmen and enforcers are waiting for you past the pillar. Start with the right side and work your way left, shooting everything in your path. Remember to aim for the head for quick kills.

NOTE

Disarm the third bomb. Disarming this bomb is the same as the last two, so follow the same hints as before. This time you only have 50 seconds to work the pin through the core.

PROTECT EVE 5

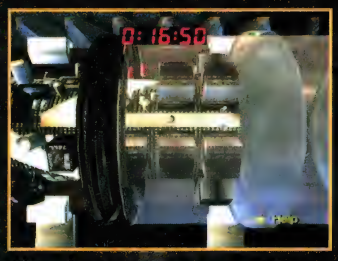
Will the stream of enemies ever end? After you disable the third bomb, Eve must make her way past more creeps. As she runs into the room, move your target to the far left and blast the guys taking shots at her.

After you drop them, move the target back to the far right to shoot the bad guys who've come in from that direction.

When those guys are nothing more than bloody stumps, your helicopter moves to the left. After you move past the pillar, open fire on the guys with guns. Kill them quickly and Eve can move on.

NOTE

Disarm the fourth and final bomb. Disarming this bomb is the same as the last three, so you know what to do. This time you only have 45 seconds to work the pin through the core. Failing hurts—it means getting blown up. Hurry and disable that bomb!



There's Eve on the roof! Hello Eve, you made it.

Oh No! Look out behind you!

That purple-haired freak Patch killed her! Head for the parking lot.

Parking Lot

ENEMIES

Hitman
Strength: *Low*
Weapon: *Cannot Use*

Enforcer
Strength: *Medium (Armor)*
Weapon: *Cannot Use*

WEAPONS
M60 Machine Gun

ITEMS
None

CHASE DOWN PATCH 1

It's time to chase Patch. The pilot flies his helicopter along the roof and you see a wave of bad guys with guns. Open fire with your M60 and cut them down. The helicopter doesn't stop moving, so after someone gets too far to the left, you can't hit him.

It's very important to take these guys out one at a time because you don't have time to go back and finish off the wounded. Your gun can't reach them when they move off-screen to the left, but they can take easy shots at you.

CHASE DOWN PATCH 2

The parking lot is a big area crawling with goons. Take out these guys before following Patch. Work your way from left to right, taking each one down as you go.(1)

More enemies appear at the front of the car and shoot at you. Start with the last one to enter the screen at the bottom and work your way up. (2) Make sure everyone on the right side is dead before you move on.

CHASE DOWN PATCH 3

Move your target to the bottom left to spill the blood of a few more guys firing at you. (3)

Work your way up the left side and kill the two guys standing near the motorcycle. (4) When they fall, stay to the left but move your target to the top.

Kill the guy who emerges from between the two buses, then move to the right and off the guy crouching at the other end of the bus. (5)

Move the target back to the left of the bus to engage some newly arrived enemies. As enemies begin to drop, head left, killing anyone in that area.

TIP

Remember to aim for their heads. These fools are susceptible to head shots and die quickly. The faster you get rid of your enemies, the less damage you take.

CHASE DOWN PATCH 4

When everyone at the top left is dead, quickly look to the bottom right. (2) More enemies appear here and take shots at you. Start with the goon crouching behind the car and make your way up to the top right.

When the last guy at the top falls, more enemies emerge from the bottom of the screen. Target the guy to the bottom right first. Then move left across the bottom, sending every enemy in your path to his grave. (3)

When you finish off the last guy on the bottom left, aim at the top left. These fools in front of the bus are the last ones to stand in your way. (5) Sweep across from left to right and finish them off so you can continue chasing Patch.

Sewer Chase

CHASE DOWN PATCH 5

It's payback time for Patch! He might think he's going to get away, but you have an M60 to prove him wrong. He's riding in his fancy limo, but you have to take down his cronies' cars first.

TIP

Whatever car the helicopter flies over, be sure to riddle it with as much gunfire as you can, hitting the spots where your target turns red. Damaging the cars early on means they'll need fewer hits later on.

Your helicopter flies over the line of cars, passing the limo and the two sedans leading the pack. Your helicopter hovers over the first car racing down the sewer.

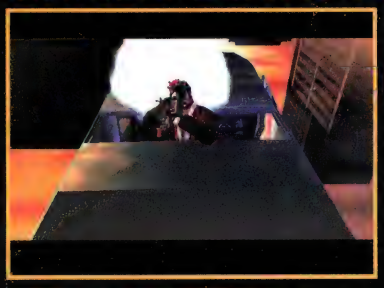
CHASE DOWN PATCH 6

When shooting at the sedan, there are a few important spots to hit. Shoot out all four tires. Shoot off the hood and trunk. And take out the side door. Your target turns red when it crosses these areas.

Whenever some fool pops his head out of the sunroof to shoot you, fill him with bullets. This makes him retreat and stops him from firing at you.

After you riddle the sedan with bullets and its Health Meter reaches zero, it spins out of control and crashes. That's one down, two to go.

CHASE DOWN PATCH 7



Patch isn't very happy to see that sedan go, and he pops his head out of the limo to fire a rocket at you. The rocket races toward you in a circular pattern. Shoot it out of the sky before it blasts you. Shoot any more he fires.

Take out the second sedan just like you did the first: Tires, hood, trunk, and side door. Shoot that punk who shows his face out the sunroof. When the car skids out of control, its time to get Patch.

TIP

To avoid Patch's rockets altogether, shoot him as he pops his head out of the sunroof. If he takes some shots before he can fire the rocket, he ducks back inside the limo.

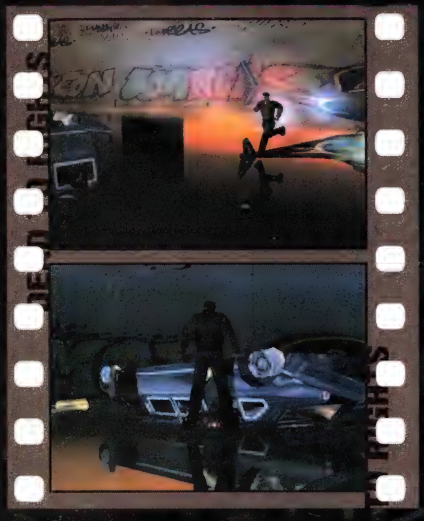
Patch

Weapons: *Rocket Launcher*

Patch likes to pop out of the sunroof and shoot rockets at you. Not very classy for someone riding around in a limo. You need to stop him. Shoot at the limo just like you did the two sedans. Hit all the spots that turn your target red.

Take a break from shooting at the car to aim at the rockets that might be heading your way. Better yet, hit Patch before he even gets a chance to fire them off. Shoot him and he ducks back into the limo without firing.

When Patch's Health Meter reaches zero, his limo goes out of control, spins out, and flips over. You stopped him dead in his tracks.



Patch's car crashes in a heap, killing him instantly.

You wanted some answers about who killed your father. But Patch took those answers to hell with him. Now your only lead is Gloria Exner, who probably doesn't know you saved her life.

Chapter Seven: No Vacancy

You're not the only one interested in Exner. The bomb squad was on the scene unloading heavy-duty equipment. They weren't carrying anything out, though. Further terrorist threats prompted Hennessey, who is in charge of the crime unit, to keep all forces on alert. You hear him say that he doesn't want anything bad to happen to Exner. But why does he laugh after he says it?

If Mayhem Inc. planted bombs inside the building, that bomb squad wasn't in any hurry to get them out. Hennessey would benefit if Gloria Exner died because she wanted to get rid of his GAC force. Terrorists or no terrorists, you have to go inside and find those bombs. It's time to save Exner.

Restaurant

ENEMIES

GAC Unit
Strength: *High*
Weapons: *MP5-A5 Submachine Gun, M4 Carbine Assault Rifle*

WEAPONS

.45 Automatic Pistol
MP5-A5 Submachine Gun
M4 Carbine Assault Rifle

ITEMS

Small Health Pack
Armor
Blueprints
Hotel Key

LOCATE THE EXPLOSIVES 1

It's time to find some explosives. The blueprints to the building you find in the entryway will help. After you have the blueprints, run through the door and into the restaurant. Head to the far left corner and let Shadow and your .45 take out the two GAC units that try to stop you. (1)

After you get to the corner, move along the wall behind the wooden shelves, and get close to the opposite wall. (2)

Duck close to the chairs and get your MP5-A5 Submachine Gun ready. When the GAC units come around the corner, open fire. After you kill one, move on to the next. (3) Keep moving so they don't get a good bead on you.

TIP

When a GAC unit goes down, grab his weapon. It takes a lot of shots from your MP5 to take these fools down, so you need all the ammo you can get.

LOCATE THE EXPLOSIVES 2

4

When those guys are dead, run into the main part of the restaurant. Head for the table near the room's center, and let Shadow kill any GAC unit still alive in the area. (4)

5

When you get to the table, crouch and turn around. More GAC units charge you from the corner you came from. (1) Target them with your MP5 and shoot to kill. After they're toast, aim your gun at the opposite end of the restaurant and up the stairs. (5) There's one more GAC unit to go. Move in close and shoot him with your submachine gun. Grab the Hotel Key he leaves behind.

Max out your health and grab the Armor, then head to the door with the green Action Icon near those chairs. (6) Press B to use the key and go through the door.

6

NOTE

Now it's time to use Shadow to find those bombs. Press and hold the left trigger to have Shadow sniff out the bombs. When he gets close to a bomb, it shows up as a glowing red dot on the map.

LOCATE THE EXPLOSIVES 3

Shadow has 50 seconds to find the first bomb. Get sniffing. Luckily the first bomb is easy to find. Go through the door at the end of the entryway and turn right. Do some sniffing—the bomb is close.

7

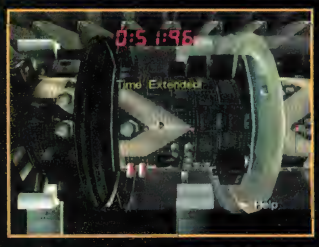
Move into the small room on your right and see a briefcase on the floor next to the vending machine. (7) Good boy! You found it!

GAME HINTS

String the game mechanics together for effectiveness and cool visuals.

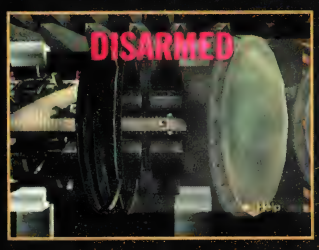
BOMB DISARM

Disarm this bomb as you have in the past. Guide the detonator pin through the core's channel before your time runs out. The left thumbstick moves the detonator pin and the right one rotates the bomb. If the pin comes in contact with the circuitry, the bomb explodes. When you advance the pin between the electrodes, your time extends.



For this bomb you have 55 seconds to work the pin through the core. Rotate the bomb so you can see where the pin is going. If the path seems to be heading toward a lower level and out of sight, rotate the bomb up to keep your view at the center of the screen. Pressing both thumbsticks rotates the bomb and pin at the same time. This keeps the pin in the same position so it won't touch the sides.

You get extra time when you go through the electrodes. This helps out a lot. When you're down to 10 seconds the timer starts flashing. Get the pin out of the bomb in time and you live. Follow this strategy for disarming all the bombs.



Lobby

ENEMIES

GAC Unit

Strength: *High*
Weapons: *MP5-A5 Submachine Gun, M4 Carbine Assault Rifle*

WEAPONS

MP5-A5 Submachine Gun
M4 Carbine Assault Rifle

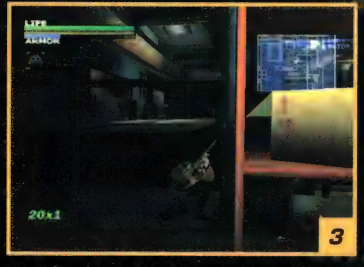
ITEMS

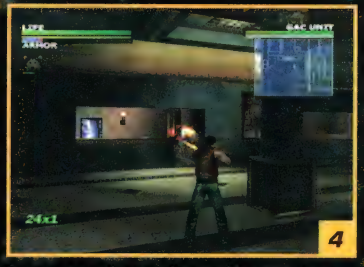
Small Health Pack
Hotel Key

LOCATE THE EXPLOSIVES 4

Run to the end of the hall and up the stairs to enter the lobby. Once in the lobby, get Shadow ready and run to your right. Then run down the wide staircase on the right. (1) GAC units appear on the other side of the room to the right of the other staircase. (2)

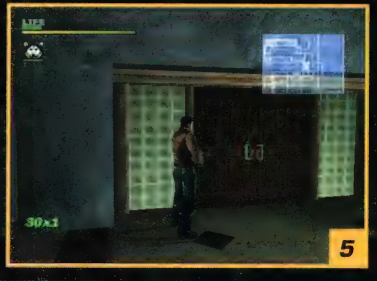
Have Shadow attack the closest enemy as you run for the front pillar on the left. (3) Stay in that position and use the pillar and the low wall in front of it for cover. More enemies rush out of the doorway farther down the lobby to the left. (4) Take out the enemies who rush you first, then concentrate on the ones who are farther away. Pick up guns so you don't run out of ammo.





As the last GAC unit crumples to the ground you hear him mutter a disappointed "Damn!" That's your signal that it's all clear. Run to his dead body and get the Hotel Key and pick up any ammo or health you need in the area.

It's time to get out of there. Run up the stairs you first came down and head to the right. At the end of the hallway, a green Action Icon is on the door to the left. Press B at the door to use the key and move to the next area. (5)



TIP

Use your MP5 for enemies who get in close and your M4 for enemies who are a little farther away. Shadow has a good range and brings you your enemy's gun. Use Shadow whenever you can.

LOCATE THE EXPLOSIVES 5

Shadow has two minutes to find the second bomb. Run straight down the narrow hallway to the end. Sniff; you're standing on it.

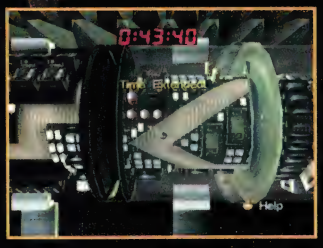
Move around the gray containers at the end of the hall to see a briefcase on the floor to the left. That's another one for Shadow.

GAME HINTS

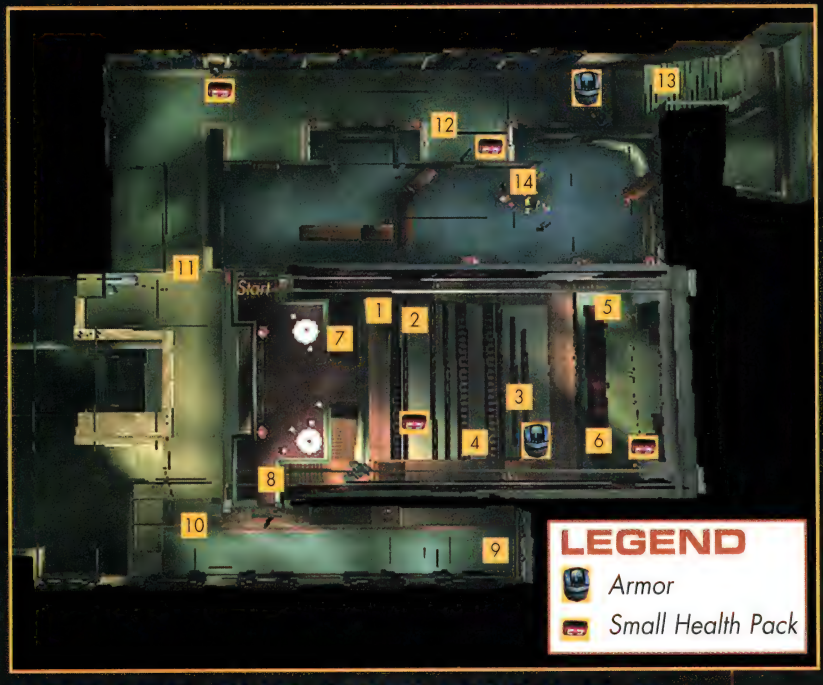
Remember, you can call specific disarms on demand after you've unlocked them by choosing "Random Off" in the Disarms menu.

BOMB DISARM

Disarm this bomb like the previous one you found. Guide the detonator pin through the core's channel before your time runs out. But this time you have 50 seconds to work the pin through the core until the bomb goes off. Be careful when you rotate the bomb and don't let the pin touch the sides. Get the pin through the core and you live to fight crime another day.



Theatre



LEGEND
- Armor
- Small Health Pack

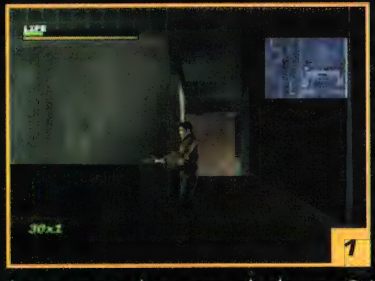
ENEMIES

GAC Unit
Strength: *High*
Weapons: *MP5-A5 Submachine Gun, M4 Carbine Assault Rifle*

WEAPONS
MP5-A5 Submachine Gun
M4 Carbine Assault Rifle

ITEMS
Small Health Pack
Armor
Hotel Key

LOCATE THE EXPLOSIVES 6



You must find two more bombs. Go right down the hallway then make a right up and over the stairs to reach the theater entrance. (1) After you get inside, run for the wooden shelves ahead. The shelves block your path, so move between the seats. (2) You've been spotted, so crouch down. GAC units fire at you from the front of the theater. (3)

Creep between the seats toward the other side and get into the aisle. Move down the aisle to get closer to those GAC units. Enter the next space between the rows of seats, but stay low. (4) If your enemy is foolish enough to expose himself, stand up and pop him. Rise and shoot until all three are dead.

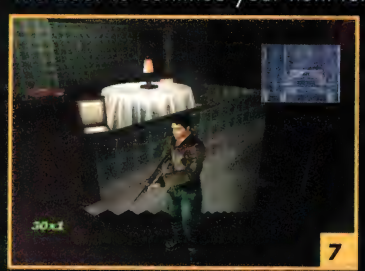
LOCATE THE EXPLOSIVES 7

Walk to the area where you capped those fools and collect their ammo. (3) More goons enter the theater from a doorway at stage left and try to take your head off. (5) Run to the right, go up the stairs, and duck behind the end of the long table on the stage. (6)

Pick off these guys one at a time and keep to the cover of the table. After they're dead and no more units enter the room, head for the seats and the path you used to get in. (4) Another GAC unit enters from the door on the stage. (5) Get behind the chairs and use them for cover. Rip into that goon with your MP5-A5 Submachine Gun. As the last breath leaves his body you hear "Son of a..." escape his lips.

6

Grab the Hotel Key from his corpse and get out of there. Leave the way you came in. Work your way through the seats and toward the theater's entrance. (1) Instead of going down the stairs, head left up a new flight. (7) Run into the upper level and head left. Activate the green Action Icon Ⓑ on the door to continue your hunt for bombs. (8)


7

8

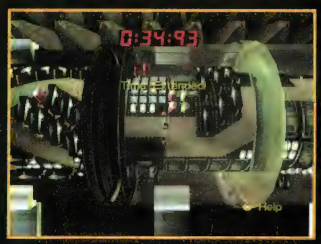
LOCATE THE EXPLOSIVES 8

9

Shadow has two minutes to find the third bomb. Finding this one is easy. Turn to the left and run straight down the narrow hallway all the way to the end. Shadow's canine nose is good, and sniffing reveals that the bomb is close.

Move to the left around the small wooden wall at the end of the hall to see a briefcase on the floor. (9) You did it!

BOMB DISARM



Disarm this bomb like the previous two you found in this area. Guide the detonator pin through the core's channel before the ticking time runs out. You have 45 seconds to work the pin through the core until the bomb goes off. Be careful when you rotate the bomb and don't let the pin touch the sides. Get the pin through the core to keep your body parts intact.

LOCATE THE EXPLOSIVES 9

10

A long expanse of hall lies ahead. Don't worry, there's no one to get you...yet. At the end of the hall make a right up the stairs. (10)

11

Run straight across the area and down the next set of stairs to enter a new hallway. (11) Make a right at the corner and you're at the start of a long dark hall.

Run to the stairs at the opposite end of the hall. Halfway down, some GAC units spot you, but keep running. (12) When a GAC unit appears from the second doorway on your right, shoot him, grab his ammo, and continue to the back. (13)

12

13

When you get to the end of the hall, crouch behind the garbage cans on the right side. Save the Armor there for after the battle.

LOCATE THE EXPLOSIVES 10

As you hide behind the garbage containers, a couple of GAC units might rush you. Use your MP5-A5 Submachine Gun to teach them a lesson.

When the GAC units shooting at you from down the hall aren't going to come any closer, leave your cover and move toward those creeps until you get in range. Use Shadow and your M4 to get those GAC units who might be out of reach with your submachine gun.

More GAC units approach from the second doorway. (12) Head for the garbage cans and shoot those guys.

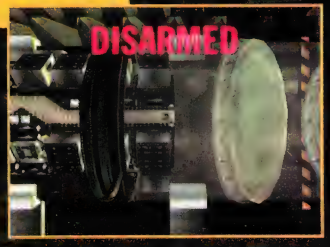
The last GAC unit runs in from the end of the hall. (11) He's carrying an M4, so watch out for his fire. Rush him and use the MP5-A5 to kill him. Pick up his Hotel Key to use on the green Action Icon in the doorway nearby. (12)

LOCATE THE EXPLOSIVES 11

Shadow has 30 seconds to find the fourth and final bomb. You start off with two choices: right or left. Choose left and you're almost there.

Go around the chair and boxes in the middle of the room and hook a sharp left. Hidden behind the boxes is that fourth bomb. (14)

BOMB DISARM



Disarm this bomb like the previous three you found in this area. Guide the detonator pin through the core's channel before the ticking time runs out. You have 40 seconds to work the pin through the core before the bomb goes off. Be careful when you rotate the bomb and don't let the pin touch the sides.

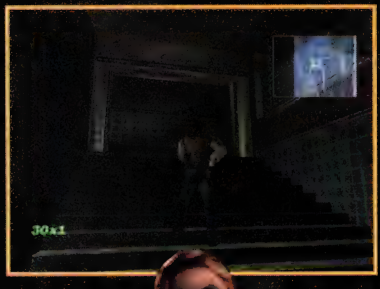
Hennessey is wondering why the bombs didn't go off.

The GAC squad is going in. Hennessey tells them that there are known terrorists inside.

Hennessey informs the GAC units that the terrorists are prepared to act, so they better be ready for action.

FIND GLORIA EXNER 1

With the bombs out of commission, find Gloria Exner. Turn and run around those boxes. Go through the door you used to get in. (13) Two GAC units are waiting for you in the hall. Use the door as cover and pop out to blast those guys with your MP5.



Collect their weapons when they're dead and head down the right side of the hall. Go up the stairs to enter the next floor of the hotel. (13)

Third Floor

ENEMIES

GAC Unit

Strength: *High*
Weapons: *MP5-A5 Submachine Gun, M4 Carbine Assault Rifle, MARK 3-A2 Automatic Shotgun*

WEAPONS

MP5-A5 Submachine Gun
M4 Carbine Assault Rifle
MARK 3-A2 Automatic Shotgun

ITEMS

Small Health Pack
Armor
Fire Extinguisher
Key

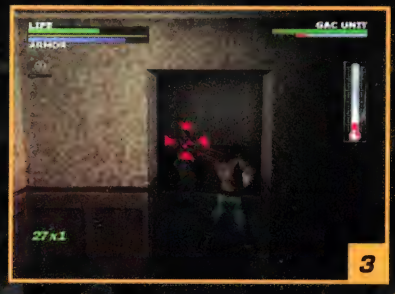
NOTE

Fires have broken out all over this building. The thermometer on the screen shows the temperature of the current floor. You must get through the floor and up to the next level before the Temperature Gauge reaches its maximum. If the gauge reaches its max, the floor burns, and you fail. Extinguishing fires you come across helps lower the Temperature Gauge and gives you more time to get out.

FIND GLORIA EXNER 2

Head up the stairs to the right and down the walkway. The walkway dead ends and you must go through the doorway to the left. (1) Enter Wall Mode on the wall opposite the door and slide to the corner. Use your MP5 to drop the first GAC around the corner and Shadow to get the second. (2)

Continue into the room and head for the doorway to the right. (3) Use your submachine gun and riddle the GAC unit standing there with bullets. After you go through the doorway, cross through the next room and to the door on the other side.



FIND GLORIA EXNER 3

On the other side of the door is a pathway going right and left. The right way is blocked by fire, so go left. (4) Continue until the path dead ends. Renovations block the right way, so go left. (5)

GAC units are at the end of this new pathway shooting at you. Get behind the raised platform on the left side to use it as cover. (6) Unload your M4 into these fools to take them down. After they're all dead, run to the end of the hallway and get the fire extinguisher on the right wall.

6

Backtrack until you get to the area where fire blocks your way. (4) Now that you have a fire extinguisher, you'll be through in no time.

TIP

To get safely past any fires blocking your path, use a fire extinguisher. Equip the fire extinguisher like you would a weapon, then target a fire using the right trigger. Press A to spray the fire and put it out. Keep shooting at the flames until they are extinguished. When the fire extinguisher runs out of propellant, you automatically discard it.

FIND GLORIA EXNER 4

Target the fire in the hallway and spray. Hey there's someone in the flames! (7) When you get to her she gives you a key. Hurry and put out the rest of the fire that's in your way. After you put out the fires in the area, you automatically discard the empty fire extinguisher. The path to the left is blocked with tables. Continue straight ahead and the way is again blocked with fire. Head through the door on the left with the green Action Icon on it. (8)

7

8

Inside this room is a fire extinguisher—just what you needed. Head back to the hall and get to work on those flames. Putting out those flames lowers the temperature.

FIND GLORIA EXNER 5

The path ahead is blocked, so you are forced to go left. (9) When you hit a wall, go right. (10) Follow this path to the end and grab the fire extinguisher. GAC units attack you from behind. Use your MP5 and mow them down. Return to the intersection you came from, but continue straight down the path. (10)

9

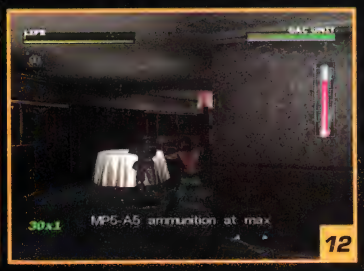
10

Some more GAC units try to stop you. Use your M4 to destroy them. Use the raised platform on the left side as cover along the way. At the end of the pathway is an innocent civilian. For saving him he gives you a key. It's time to get moving again.

FIND GLORIA EXNER 6

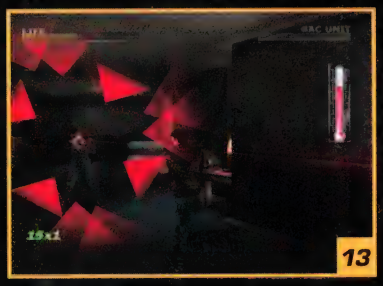
Head to the intersection and make a right up the stairs. A little way down the path, press B for the green Action Icon on the door to the left. (11) Run to the wall across from the door and get to the corner. Enter Wall Mode B and use your MP5 to kill the GAC unit around the corner. (12)

11



12

Another GAC rushes from behind the table. Blast him with your automatic shotgun. A short distance forward, another GAC unit tries to get the drop on you. Get close to the curved wall on your right and when he gets into view, fill him with buckshot. (13)



13

Follow the room until you get to the doorway at the end. Move past the door and to the left to get near the fire.

14

Use your fire extinguisher to get the fire under control. (14) When the fire is gone, run for the stairs to continue your search for Exner.

Fourth Floor

ENEMIES

GAC Unit

Strength: *High*
Weapons: *MP5-A5 Submachine Gun, M4 Carbine Assault Rifle, MARK 3-A2 Automatic Shotgun*

WEAPONS

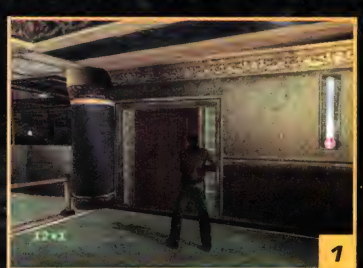
MP5-A5 Submachine Gun
M4 Carbine Assault Rifle
MARK 3-A2 Automatic Shotgun

ITEMS

Small Health Pack
Armor
Fire Extinguisher
Key

FIND GLORIA EXNER 7

Run up the stairs to the right. The end of the pathway is blocked, so go through the door on the right. (1) Crouch behind the white rolls and blast the GAC unit with your MARK 3-A2 Automatic Shotgun. (2)



Another fool down the hall tries to take a shot at you. Creep down the hall until you see him, then let Shadow rip out his throat. Continue through the room until it veers to the left. (3) Get into Wall Mode at the corner and ready the MARK 3-A2. Move around the corner and splatter the two GAC units.

Exit the room and go into the entryway. Some goons spot you from the center of the floor to the left. Use the short piece of wall near the door as cover while you unleash Shadow and take the safety off the MP5. (4) The GAC units drop in a hurry.

FIND GLORIA EXNER 8

Turn around and run to the stairs by moving to the left of the reconstruction supplies. (5) The path is blocked to the left, so head right. GAC units guard that way. Use the raised platform on the right side as cover and pop those fools with your M4.

Run to the end of the hallway and grab the Health Pack and Armor, then backtrack to the stairs and entryway. (5) The walkway to the center of the floor is blocked. Take the path to the right to get there. (6) Pass the door with the red Action Icon and continue forward. (7)

FIND GLORIA EXNER 9

Make a left up the next set of stairs to end up in the middle of the floor. (8) The center area is blocked with construction material, but there is a clearing on the left side. Follow the obstruction around the center of the floor until you get to the guy crouching in terror. (9) He gives you the key to the maintenance closet. Head to the door you passed earlier that had the red Action Icon on it. (7)

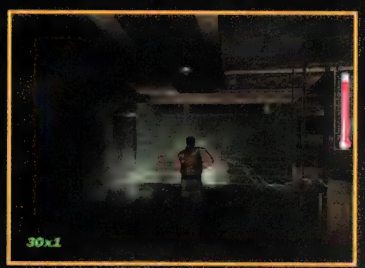
The Action Icon is now green and you can go inside. Here's another fire extinguisher. Head the way you came, up the stairs, and around the center obstruction. (8) The stairs across from the ones you came up are burning. (10) Bust out the extinguisher you grabbed and go to town on those flames.

When the flames are gone, enter the control room in the left wall. (11)

The firebox on the wall activates the sprinklers. Activate the green Action Icon B to start the water flowing.

FIND GLORIA EXNER 10

Backtrack one more time on this floor. Exit the service room and make a right. Go up the stairs to the left, move right around the construction material at the center of the floor, and down the next set of stairs. Follow the path to the right and into the next entryway with the door you exited earlier. Go through the door and ready your M4. Blast those GAC units and get moving because it's starting to heat up around there. (3)



Follow the room to the door at the end. Before you reach it, another fool tries to shoot you in the back. Turn around and cap him before you exit through the door. Once in the entryway, head left and up the next flight of stairs.

Fifth Floor

ENEMIES

GAC Unit
Strength: *High*
Weapons: *MP5-A5 Submachine Gun, M4 Carbine Assault Rifle, MARK 3-A2 Automatic Shotgun*

WEAPONS

MP5-A5 Submachine Gun
M4 Carbine Assault Rifle
MARK 3-A2 Automatic Shotgun

ITEMS

Small Health Pack
Armor
Hotel Key

FIND GLORIA EXNER 11

Climb the stairs to the right until you get to the smoky entryway. This is the top floor, so Exner has to be there somewhere. Run down the entryway and enter the door on the left. (1)

1

Go to the wall and head for the corner. Enter Wall Mode and use your automatic shotgun to smoke the three GAC units in the room beyond. (2) Run into the room and talk to the man crouching in the corner. (3) He gives you a valuable hotel key.

2

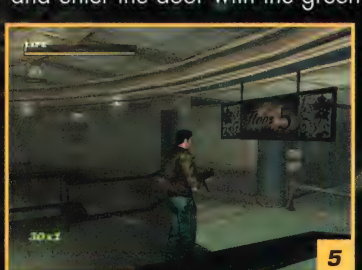
3

Run through the room to the entryway from which you came. When you step through the door, you take fire from some GAC goons hiding in the center of the floor. (4) Turn left and return fire with your M4 and your trusty canine. The goons are not good shots and the tables they are hiding behind take a lot of the damage.

4

FIND GLORIA EXNER 12

Run across the center area and down the stairs opposite you. (5) After the stairs, head left until you get to another entryway. Turn right and enter the door with the green Action Icon by pressing B. (6)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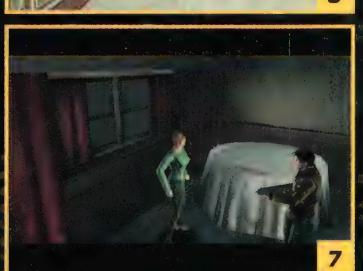
6

There's Gloria Exner! (7) Time to get out of there. She knows the place better than you do. Have her lead and keep her covered.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FIND GLORIA EXNER 13

8

Exit the room to the entryway you came from. Exner is in the hallway. (8) Follow her as she runs left.

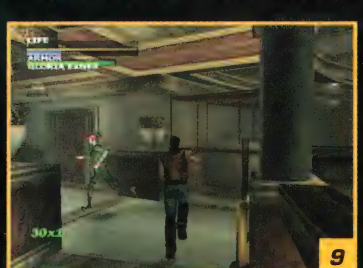
When she gets to the stairs going up, shots ring out. (5) A few GAC units in the center of the floor want to kill both of you. (4) Crouch low next to a pillar, then release Shadow to attack. Rise and shoot the rest with your M4 until they're all dead and Exner thinks it's safe enough to keep going.

CAUTION

Gloria Exner is leading the way on this level, and you're her only defense. You don't have the luxury of sitting back and waiting for a good opportunity to strike. If Exner starts taking fire you must put yourself in the line of fire and defend her.

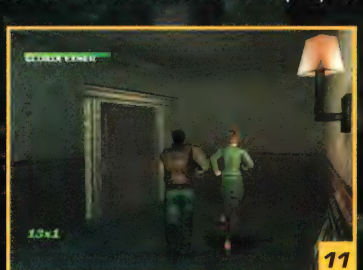
FIND GLORIA EXNER 14

Follow Exner down the hall to the next entryway. (9) She leads the way through the door there. Three GAC units in there don't have nice things to say about Gloria. (10) Pump those fools full of buckshot.


9

10

Gloria Exner is grateful you saved her life and takes off running when those creeps are dead. Follow her through the room and out the door on the other side. (11) After she gets to the entryway, she's off to the stairs to the left. (12) Keep after her, you're almost out.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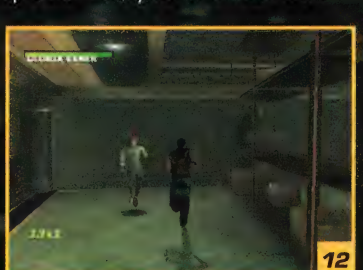
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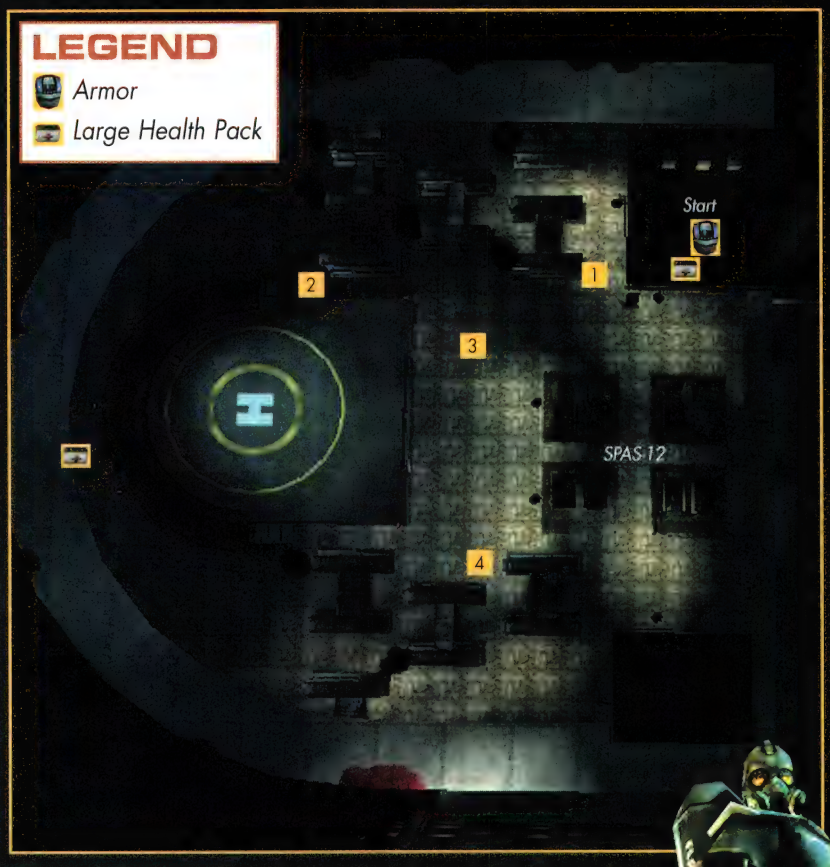
Rooftop



ENEMIES

GAC Unit

Strength: High
Weapons: MARK 3-A2 Automatic Shotgun

Antorcha

Weapon: Flamethrower

From your starting location, run to the right after you pass the metal box on your right. (1) Two GAC units and Antorcha run down the stairs from the helicopter landing pad. (2)

Run to the area in front of the landing pad and crouch so you can use it as cover from the enemies' fire. (3) If Antorcha doesn't accidentally kill his buddies with his Flamethrower, they'll come running for you.

WEAPONS

SPAS-12 Shotgun
MARK 3-A2 Automatic Shotgun
.45 Automatic Pistol

ITEMS

Large Health Pack
Armor

TIP

To circle-strafe an enemy, get a lock on him with your weapon. After you're locked on, you can move in a circular pattern around him and fire a weapon.

When the GAC units appear around the corner of the pad, shoot them with your submachine gun. Get to work on Antorcha.

Circle-strafe around him as you unload everything you've got into him: your M4, MP5-A5, MARK 3-A2, and SPAS-12. Because you are circle-strafing, his flame follows behind you and does minimal damage to your Armor. Pick up the ammo the fallen GAC units left behind.

TIP

If more enemies appear from the other side of the helicopter-landing pad, disengage from your fight with Antorcha to deal with them. (4) It's better to fight Antorcha one-on-one without those other goons shooting you in the back. Plus you can get more ammo to use in your attack.

After you take out his Armor, his health is next to go. Keep the shots going and circle-strafe to avoid the flames. After a short while, he crumples to the ground in a burnt heap. Don't worry about any other goons running around at that point. Once Antorcha is dead you can get Exner out of there.

Slide down the drainpipe on the side of the building.

You're on a mission to get some questions answered, remember?

Your dad was working for her when he died. What did she send him to investigate?

He was on his way to report back from investigating the subway construction. But he never made it to their meeting.

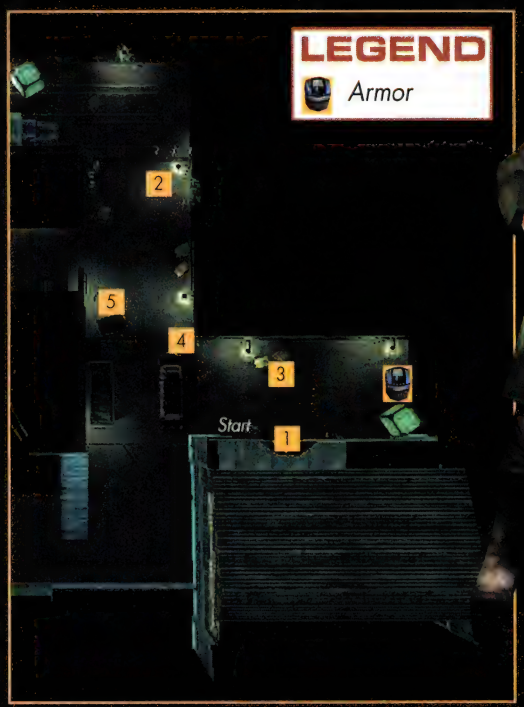
Gloria Exner is frightened. She needs to head for Cold Rock Creek and stay in your dad's old cabin for a while. A signal on your pager lets you know that you need a lift to the pier. Your work never ends.

Chapter Eight: A Boatload of Trouble

The page was from Gofer. He's the guy who hired Silt to drive getaway after the prison break. Apparently he also has connections to Patch. He might know who hired Patch to kill Blatz and set you up.

There's Gofer but he doesn't know who you are. When he asks about Patch, you tell him he's dead. Gofer doesn't take the news well and runs inside the warehouse.

The Docks



ENEMIES

Mercenary
Strength: *Medium*
Weapons: *.50 Automatic Pistol, SPAS-12 Shotgun, AKM Assault Rifle*

WEAPONS

.50 Automatic Pistol
SPAS-12 Shotgun
AKM Assault Rifle

ITEMS

Armor
Key

CHASE DOWN GOFER 1

Try the door that Gofer went through. (1) Before you get to it, a few mercenaries charge through the fence on the other side of the docks. (2)

Run to the stacked crates across from the door and crouch for cover. (3) When the mercenaries come around the corner, open fire with your .50 Automatic Pistols to take them down. (4)

The fourth guy tries to keep his distance. (5) After he fires a few shots, rush toward him and release Shadow. Get the key from his dead body and return to the door Gofer used. (1) Activate the green Action Icon by pressing B and enter the warehouse.

Inside Warehouse 1

ENEMIES

Mercenary
Strength: *Medium*
Weapons: *.50 Automatic Pistol, SPAS-12 Shotgun, AKM Assault Rifle*

WEAPONS

.50 Automatic Pistol
SPAS-12 Shotgun
AKM Assault Rifle

ITEMS

Canister
Key Card
Small Health Pack

CHASE DOWN GOFER 2

Mercenaries enter the warehouse to try to kill you. (1) Use the metal box on your right as cover and stay in a crouch. (2) Stay close to this cover to kill all five of the goons who entered. When a mercenary comes around the corner in front of you, fill him full of shiny hot metal.

Use your automatic pistols to shoot any mercenaries that roam the bottom floor. Keep an eye directly across from you because they like to shoot at you from there. (3)

Clean up the walkway above you. Stand up and shoot anyone moving up top with your AKM. Move to the side of the metal box if those mercenaries try to shoot you from behind. (4) When the last one falls, pick up the Key Card he leaves behind.

CHASE DOWN GOFER 3

Head up the stairs. (5) At the top of the stairs run along the walkway and around the scattered crates until you get to the end. (6) That's where you'll find the box that controls the lock for the door downstairs.

Disable the lock by pressing ⓑ at the green Action Icon and get your AKM ready. More mercenaries have entered the building. Go to the railing and target those fools running around on the bottom floor. Pop them until they're dead. Shoot any mercenaries that made it to the second floor walkway as you head back to the stairs. (5)

At the base of the stairs, head left and around the stairs to exit. (7) Activate the green Action Icon to leave. Make sure you collect any ammo on the ground before taking off.

Walkway to Warehouse 2

ENEMIES

Mercenary
Strength: *Medium*
Weapons: *.50 Automatic Pistol, SPAS-12 Shotgun, AKM Assault Rifle, M11 Silenced Submachine Gun*

WEAPONS

.50 Automatic Pistol
SPAS-12 Shotgun
AKM Assault Rifle
M11 Silenced Submachine Gun

ITEMS

Armor

CHASE DOWN GOFER 4

Gofer is on the run and has made it to the second warehouse. To follow him, proceed down the wooden walkway to your right. (1)

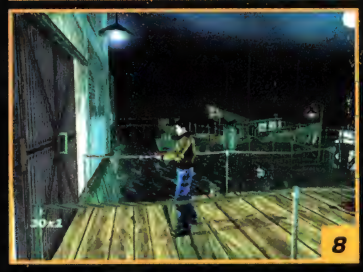
This triggers the mercenaries in the area to start shooting at you. Run for the docked boat at the pier and get your shotgun ready. (2) Take a left onto the boat and blast the two goons standing there.

Run for the boat's bow and use the raised area at the center for cover. (3) Shoot anybody in range on the pier or anybody who storms the boat.

CHASE DOWN GOFER 5

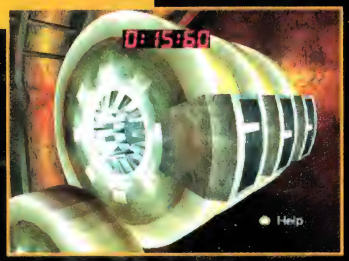
When no one else is in range, run aft and duck behind the barrels. (4) Use your cover, switch to your AKM to rise, and shoot the three mercenaries on land. (5)

Before you proceed, take out the mercenary shooting at you from the balcony. (6) After he falls dead, head left and continue along the wooden walkway you started down. (7)



Another mercenary waits at the end of the walkway. Charge him with your AKM assault rifle blasting. By the time you get close, he's dead. Follow the walkway as it turns right and activate the green Action Icon ⒷⒷ. (8)

LOCK PICKING



Before you can move inside the warehouse you have to pick the lock. You must stop each tumbler as its pin enters the Hot Zone. The first tumbler rotates backward, the second forward, the third rotates backward, the fourth tumbler moves forward, and the fifth and final tumbler rotates backward. If you don't set the pin correctly, you move back a tumbler. When all five tumblers have their pins in the Hot Zone, you successfully pick the lock. You have 20 seconds to pick the lock or you fail. If you fail, you're kicked out of the lock picking screen and more goons come after you. You must dispatch them all before trying to pick the lock again.

Inside Warehouse 2

ENEMIES

Mercenary
Strength: *Medium*
Weapons: *.50 Automatic Pistol, SPAS-12 Shotgun, AKM Assault Rifle*

LEGEND

- *Armor*
- *Small Health Pack*

WEAPONS

.50 Automatic Pistol
SPAS-12 Shotgun
AKM Assault Rifle

ITEMS

Small Health Pack
Armor
Key

CHASE DOWN GOFER 6

Mercenaries rush into the warehouse from the direction of the stairs. You need to find some good cover. Turn around and run for the white metal boxes against the wall behind you. (1)

Use the boxes to cover your side and the wall to protect your back. Wait there for the mercenaries to expose themselves, then blast them. Move around in that area if you need to target an enemy, but don't move far away from the wall or the mercenaries will blast you in the back.

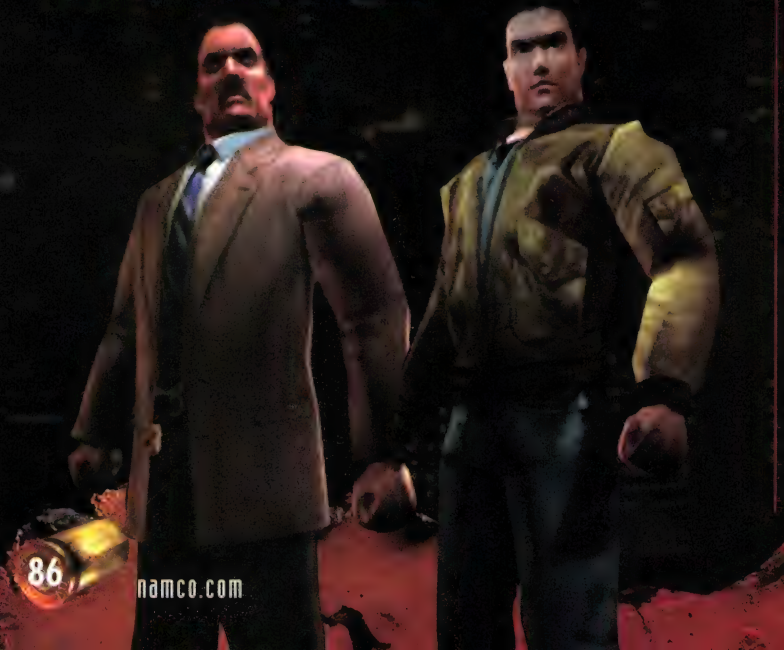
After they're dead, move from your spot and away from the wall. Run for the stacked crates in front of you and spin around. (2) Use your automatic pistols to drop the creep who's sitting on the upper walkway in the corner; he's trying to shoot you. (3)

CHASE DOWN GOFER 7

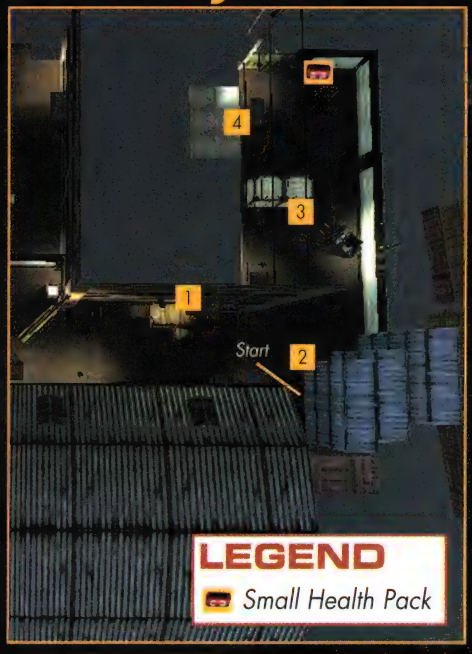
Go to the second level. Run for the stairs and shoot the fool who rushes down the right flight of stairs. (4) Turn around and use your AKM to get the mercenary in the upper corner; he took the place of his buddy you killed. (3)

Continue to the stairs and go up the left flight. (5) Run around the upper walkway until you get to the spot where you killed the last mercenary. (3) He's the last guy on this level, so he drops a key when he dies. Pick it up.

Grab any health or Armor you need and go to the door under the left flight of stairs. (6) Activate the green Action Icon by pressing B and leave the warehouse.



Walkway to Warehouse 3



WEAPONS

.50 Automatic Pistol
SPAS-12 Shotgun
AKM Assault Rifle
L96A1 Sniper Rifle

ITEMS

Small Health Pack

ENEMIES

Mercenary
Strength: *Medium*
Weapons: *.50 Automatic Pistol, SPAS-12 Shotgun, AKM Assault Rifle, L96A1 Sniper Rifle*

CHASE DOWN GOFER 8

Gofer's on the move, so keep going if you want to catch him. When you get to the walkway that connects to the next building, mercenaries shoot at you. Take out these fools, starting with the guy trying to snipe you from the building to your left. (1) Your AKM Assault Rifle works nicely.

After he's dead, get close to the building on your right for cover. (2) When those guys rush around the container in front of you, use your AKM and Shadow to put them down. (3)

When those goons are dead, run around that container they died near, and run to the door on the left wall. (4) Activate the green Action Icon to enter the building.

LOCK PICKING

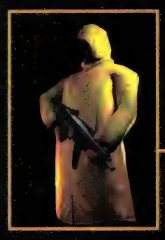
Before you can move inside the next warehouse, you have to pick the lock. You must stop each tumbler as its pin enters the Hot Zone. The first tumbler rotates backward, the second forward, the third rotates backward, the fourth tumbler moves backward, and the fifth and final tumbler rotates forward. If you don't set the pin correctly, you move back a tumbler. When all five tumblers have their pins in the Hot Zone, you successfully pick the lock. You have 20 seconds to pick the lock or you fail. If you fail, you're kicked out of the lock picking screen and more goons come after you. You must dispatch them all before trying to pick the lock again.

Inside Warehouse 3

ENEMIES

Mercenary

Strength: *Medium*
Weapons: *.50 Automatic Pistol, SPAS-12 Shotgun, AKM Assault Rifle*



Assassin

Strength: *Medium*
Weapons: *AKM Assault Rifle*

WEAPONS

.50 Automatic Pistol
SPAS-12 Shotgun
AKM Assault Rifle

ITEMS

Small Health Pack
Armor
Key

CHASE DOWN GOFER 9

You start off in a short hallway with a metal cage to your right. Crouch, get your pistols ready, and wait for the enemies to come to you. You don't wait long before mercenaries round the corner. Unload your clips on them until they're dead.

Ready your AKM and move forward past the metal cage. After you pass the cage, turn right and shoot the assassin trying to nail you from the rafters above.

CHASE DOWN GOFER 10

Follow the wall to your left around the room and head for the door with the red Action Icon. When you get close, mercenaries enter the room from the same door you used to enter this area.

Turn around and crouch near the red Action Icon so you're facing the way you came. Use your pistols and shoot the goons when they come around the metal cage.

The last one to die drops the key you need to get out of here. Don't waste your ammo on the assassin who appears above you. Grab the key and Armor, then activate the now-green Action Icon to leave.

The Docks

ENEMIES

Mercenary

Strength: Medium
Weapons: .50 Automatic Pistol, AKM Assault Rifle, M79 Grenade Launcher

Assassin

Strength: Medium
Weapons: L96A1 Sniper Rifle, M4 Carbine Assault Rifle, AKM Assault Rifle, MP5-A5 Submachine Gun, .50 Automatic Pistol

WEAPONS

.50 Automatic Pistol
AKM Assault Rifle
M4 Carbine Assault Rifle
M79 Grenade Launcher
L96A1 Sniper Rifle
MP5-A5 Submachine Gun

ITEMS

Large Health Pack
Armor
Wire Cutters
Small Health Pack

CHASE DOWN GOFER 11

From the door you exited, run to the small crate at the corner of the dock. (1) Shoot the mercenary who runs from behind the large box ahead; he's holding a grenade launcher. (2)

After he's toast, use your AKM and take out the sniper on the roof. (3) Run to the large box where you killed the mercenary and shoot anyone who tries to rush you. (2) Crouch low and follow the wall behind the large box until you get to the line of boxes blocking the path. (4)

TIP

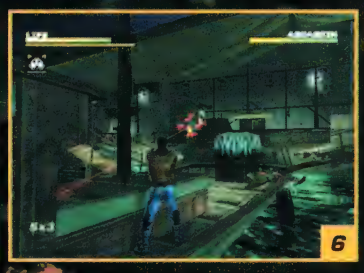
There is a lot of gunfire in this area. Stay low and use the boxes lying around as cover.

NOTE

You could use the Sniper Rifle to take out the creep on the roof, but there's a lot of lead flying. The AKM is the quicker solution.

CHASE DOWN GOFER 12

Follow the line of boxes until you get to the pier. A few enemies wait past the first boat. (5) Run onto the pier and toward the first boat with the large box on the aft. (6) Fire your AKM to cut down the enemies and clear the ground area. The last fool to die drops some Wire Cutters.



An assassin on the roof is trying to snipe you. (7) Use your pistols to take him down as you run toward the main dock. (8)

When you grab the Wire Cutters, more enemies rush from the part of the dock you came from. Run along the wooden walkway and crouch behind the large box on the first boat you passed. (6) When the mercenaries and assassins run down the pier and into view, blast them with your AKM.

CHASE DOWN GOFER 13

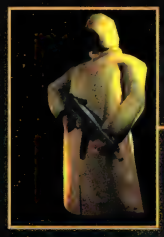
Follow the pier where those fools came from until you get to the dock. After you hit the dock, make a right and run for the big box where you shot the guy holding the grenade launcher. (2) Behind the big box against the wall is the alarm system. (9) Use the Wire Cutters B to disable the alarm. Grab Armor if you need it.

With the alarm disabled, follow the wooden pier past the boats and to the other side of the dock. (8) Run to the line of boxes that divide the dock and shoot the assassins on the other side. (10) With your AKM still smoking, continue along the wooden walkway. After you get to the dock, move right along the dock until you get to the door with the green Action Icon. (11) Go through the door to leave this area.

Tank Room

ENEMIES

Mercenary
Strength: *Medium*
Weapons: *SPAS-12 Shotgun, AKM Assault Rifle*



Assassin
Strength: *Medium*
Weapons: *L96A1 Sniper Rifle*

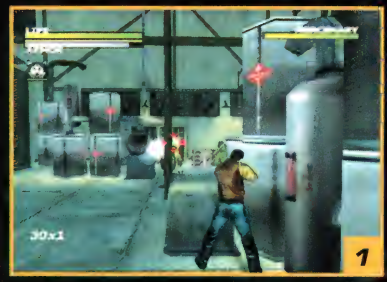
WEAPONS

SPAS-12 Shotgun
AKM Assault Rifle
L96A1 Sniper Rifle

ITEMS

Small Health Pack
Key

CHASE DOWN GOFER 14



Run to the tank set up in front of you and crouch behind the rectangular piece. (1) When the mercenaries come around the equipment and get into your view, use your AKM to send them to an early grave.

When the fourth enemy's dead, leave the protection of the tanks and grab the key he dropped. As you go for the key, watch the second floor and shoot the assassin that tries to snipe you. (2)

After everyone is dead and you have the key, head for the door out of here. It's straight across and to the left of the door you came in. (3)

Helicopter Fight

ENEMIES

Joker
Strength: *Medium*
Weapons: *M11 Silenced Submachine Gun*

LEGEND

- *Armor*
- *Canister*
- *Large Health Pack*
- *Small Health Pack*

WEAPONS

M11 Silenced Submachine Gun
M202A1 Rocket Launcher

ITEMS

Small Health Pack
Large Health Pack
Armor
Canister

CHASE DOWN GOFER 15

That chopper is back and by the looks of all that gunfire, it's not happy to see you. Neither are all those jokers it unloaded. Turn around and run for the large crate against the wall. (1) Use this area to protect yourself from enemy gunfire and grab some Armor.

Move around the barrels to get a better angle on the jokers coming your way. (2) With the stacked papers and barrels in front of you, the large crate to your side, and a sturdy wall covering your behind, you're in good shape to take out those jokers.

The jokers force the offensive, so stay put. When they cross in front of the barrels, use a nice short-range weapon such as the MP5-A5 or M11 to spill their guts. (3) When a group of jokers starts to form near the edge of the second large crate, fire your grenade launcher to take out a few of them at once. (4)

For enemies that are farther away, use your M4 or AKM to drop them. Keep an eye on the support beams across from you, because enemies like to creep up to that spot in hopes of getting a good shot on you. (5) Don't leave your safety spot. These guys will come to you. When the last one drops it's time for the helicopter.

CHASE DOWN GOFER 16

When you fight the helicopter, you don't have to worry about any goons shooting you in the back because they're all dead. The helicopter is more than enough trouble on its own. When you start this battle, the helicopter is shooting at you, so crouch. (6) When the shooting stops, run around the left side of the large crate and charge the netted cargo bundle ahead. (7) Crouch to protect yourself from that damaging fire.

When the fire lets up, run around the right side of the bundle and go for the rocket launcher. When you have it, get to the cover of the large crate to the left. (8) You'll take a few hits, but you need those rockets.

CHASE DOWN GOFER 17

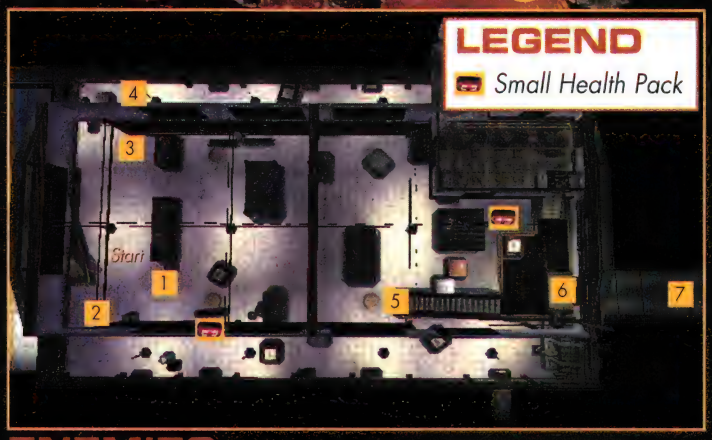
Wait for the gunfire to end, switch to the rocket launcher, leave your cover, and fire two rockets. After those shots, return to the cover of the large crate because you're taking fire.

After the helicopter fire ends, run to the large crate next to the one you're behind. (9) Look back to the spot where you picked up the rocket launcher. (8) When it respawns, grab it before heading for cover.

Ready the rockets. When the helicopter stops shooting, back up from your cover and release the rockets. After the second one hits, the helicopter bursts into flames.

Turn around and head to the left bundle in the distance. (6) A forklift with a green Action Icon is past that bundle. (10) Press B to activate it. It takes off and crashes into the wall, creating just enough space for you to get though and move on to the next area. (11) Pick up Armor and health if you need it.

The Icehouse Storage



ENEMIES

Assassin

Strength: Medium
Weapons: MP5-A5 Submachine Gun, SPAS-12 Shotgun, M11 Silenced Submachine Gun

Mercenary

Strength: Medium
Weapons: M11 Silenced Submachine Gun, AKM Assault Rifle, SPAS-12 Shotgun

WEAPONS

MP5-A5 Submachine Gun
SPAS-12 Shotgun
AKM Assault Rifle
M11 Silenced Submachine Gun

ITEMS

Small Health Pack
Key Card

CHASE DOWN GOFER 18

The icehouse is crawling with bad guys. You must kill them to move on. Crouch and creep to the barrel in front of you, and shoot the mercenary who's firing at you beyond. (1) Stay put and let those guys come to you. Switch to your shotgun and blast any guys who rush you from the front.

Some fool might try to sneak from the right side of the building to pop you from an area you're not watching. (2) Turn your attention to the left side. (3) Shoot the enemies who have started to gather at the end of the fence.

Stay in that spot and the enemies run into range. When the last goon falls he leaves behind a Key Card.

CHASE DOWN GOFER 19

From your hiding spot, grab the Key Card and run to the wall left of your starting point. (4) Once you activate the green Action Icon Ⓑ on the wall, a door above the stairs unlocks. Two mercenaries rush in to kill you. Use the box against the mesh fence as cover from those goons. When they come around the fence, unload your AKM into them.

Run for the stairs in the back of the room and get your shotgun ready. (5) When you get to the top of the stairs, two assassins pop out of the door across from you. (6)

Blow them away, then continue past the door from which they came. Activate the green Action Icon Ⓑ on the door across the hallway to move on. (7)

The Icehouse Area

ENEMIES

Assassin

Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun, M11 Silenced Submachine Gun, M4 Carbine Assault Rifle*

Mercenary

Strength: *Medium*
Weapons: *SPAS-12 Shotgun, MP5-A5 Submachine Gun, AKM Assault Rifle, .50 Automatic Pistol*

WEAPONS

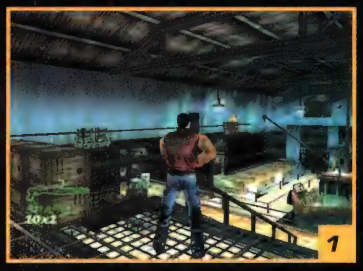
MP5-A5 Submachine Gun
SPAS-12 Shotgun
AKM Assault Rifle
M11 Silenced Submachine Gun
.50 Automatic Pistol
M4 Carbine Assault Rifle

ITEMS

Small Health Pack
Armor

CHASE DOWN GOFER 20

When you begin this area, you are immediately identified as someone to be reckoned with...and shot at! Get your AKM ready and run for the stairs. (1) On your way down, shoot the mercenary firing at you from atop the boat. (2)


1

2

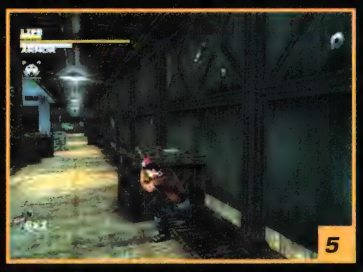
At the base of the stairs, head left. (3) At the wall turn left so you start on the pathway between the wall and mesh fence. Follow the path as it bends left and stop behind the crates stacked in the middle. (4) Turn around and shoot the assassin who's trying to shoot you from the walkway above.

3

4

CHASE DOWN GOFER 21

Continue along the path, make a left at the wall, and crouch behind the crate for cover. (5) A couple of troublemakers are playing with their guns at the end of the walkway. (6)


5

6

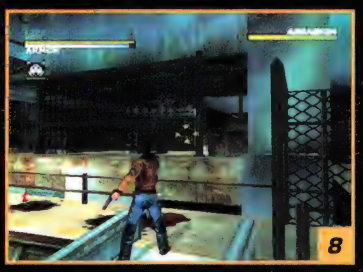
Head toward them, moving from crate to crate until you get in range. Use your Grenade Launcher if a large number of fools are waiting for you, otherwise use the AKM or M4 to spill their guts.

7

When they're finished, run to their dead bodies. Along the way, aim for the enemies on the other side of the boat and drop them with the AKM. (7)

CHASE DOWN GOFER 22

Continue to the end of the walkway, take a left to move over the boat, and use the ramp to go up the other walkway across the way. (8) Take a left to follow the pathway and pick up the weapons from those fools you dropped across the boat. (7) Shoot any fool who comes around the corner.


8

Get your weapon ready and turn the corner. Charge down the long pathway, shooting everyone who decides to rush you. (9) When you get to the stairs, turn around and blast the mercenary in the rafters above you. (10)

9

10

CAUTION

Keep one of your enemies alive on this level. You need his weight to unlock the door at the end. When you get close to the end, check your fire and make sure the person you're about to kill isn't the last one left. If you do kill the last enemy, don't be too discouraged because others will respawn. You just have to wait longer to get out of the area.

CHASE DOWN GOFER 23

11

You're almost out. Go up the stairs and head right around the stacked crates. Use the MP5 to turn the opposition at the end of the platform into a bloody mess. (11)

12

Drop anyone standing close to this area, then zip around the left corner. (12) The door to leave this area is at the end of this last section. (13)

Find yourself a Human Shield. If two guys stand near the door, cap one but leave the other standing. Charge this last man and press B to grab him to make him a Human Shield. Once you get him, walk him over to the weight scale next to the exit door. (13)

With the door unlocked, get rid of the fool you're holding. Press B at the green Action Icon on the door to leave.

The Icehouse: Frozen Sharks

ENEMIES

Assassin
Strength: *Medium*
Weapons: *M4 Carbine Assault Rifle, M11 Silenced Submachine Gun, AKM Assault Rifle*

Mercenary
Strength: *Medium*
Weapons: *M11 Silenced Sub-machine Gun, MP5-A5 Sub-machine Gun*

WEAPONS

MP5-A5 Submachine Gun
AKM Assault Rifle
M11 Silenced Submachine Gun
M4 Carbine Assault Rifle

ITEMS

Armor
Thermostat Card
Key

CHASE DOWN GOFER 24

You start in a long entryway. A lot of dangerous people are behind the sliding door ahead. (1) Crouch behind the crate to your right. (2) When the enemy opens the door, rise up and put him down with your AKM.

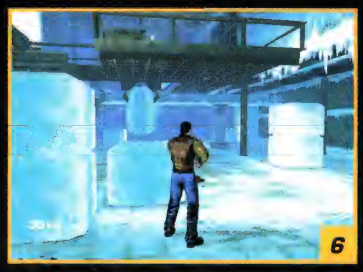
Stay behind the crate and take down a few more fools the same way. When no more guys enter the area, move up to the next set of crates right before the door. (3) If it's calm, leave the entryway through the door.

CHASE DOWN GOFER 25

Move around the crates and get close to the left wall. Ease up to the door until it slides up. Use Shadow and your M4 to kill the assassins waiting for you. (4) Keep your M4 handy. With the door open, move to the right until you can target the mercenary in the rafters above. (5) Fire a few shots and he falls dead. If anyone else runs close to the entryway and into your line of sight, kill him.

Leave the entryway to get the weapons those assassins left behind. (4) Send Shadow after the guy who's trying to kill you from the walkway above.

After you pick up weapons, move forward and run around the big ice blocks. (6) Stand behind the bigger one for cover from the assassins who just came out the same door you did. (4) Use the M11 to drill some bullets into their bodies. The last one to die drops a Thermostat Card.



Pick up the card and extra Armor before you move on.

CHASE DOWN GOFER 26

Adjust the thermostat. Move to the back right corner of the icehouse to find what you're looking for. (7) Press B at the green Action Icon to adjust the thermostat.

Adjusting the thermostat unlocks a door on the second floor. It also sends more enemies into the area. Turn around and crouch. The crates next to you make good cover. When the two fools on the ground run into sight, drop them with your M4.

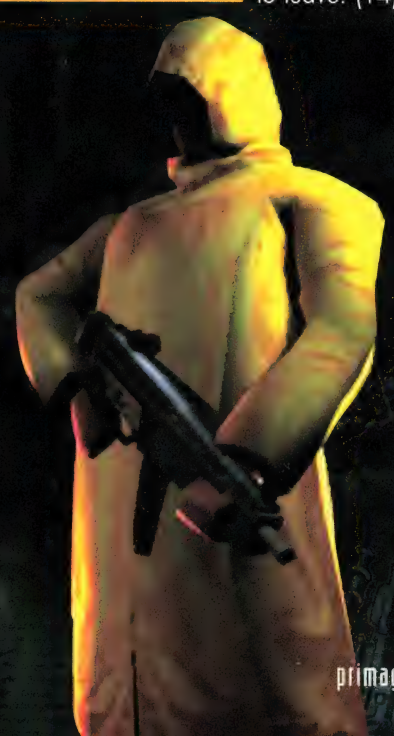
Leave your cover, and have your M11's ready. Two guys start shooting at you from the walkway overhead. (8) Shoot them until their blood melts the ice. Then head for the flight of stairs across the room from the thermostat. (9)

CHASE DOWN GOFER 27

Run up the stairs and follow the walkway around to the right. At the end of the metal walkway is the now-unlocked door. (10) Press B to go through the door and into the next room. Immediately get your MP5 ready because goons round the corner shooting. (11) Stay close to the wall and unload your weapon into their chests.

When they're dead, you can move on. Two assassins patiently wait (behind the next door) to kill you. (12) Charge through the door with your guns blazing and crouch behind the crate on the left. (13)

Pop up and shoot the guy at the end of the hall with your AKM Assault Rifle. When he dies, you can grab the key to get out. Press B at the door at the end to leave. (14)



The Icehouse Area

ENEMIES

Assassin

Strength: *Medium*
Weapons: *M4 Carbine Assault Rifle, AKM Assault Rifle*

Mercenary

Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun, M11 Silenced Submachine Gun*

WEAPONS

MP5-A5 Submachine Gun
AKM Assault Rifle
M11 Silenced Submachine Gun
M4 Carbine Assault Rifle

ITEMS

Large Health Pack
Armor
Key

CHASE DOWN GOFER 28

Run up the stairs in front of you to enter the room beyond. (1) Use your MP5 to smoke the two mercenaries waiting for you. When they're dead, crouch behind the crates to your right. (2) Use the crates as cover while you kill the assassin who entered the room.

When he falls, run through the doorway ahead on the right. (3) Here are two more fools to kill. Crouch and open fire with your AKM. Continue along the walkway and duck behind the crates halfway down. (4) Shoot the idiots on the ground that were trying to mess with you.

CHASE DOWN GOFER 29

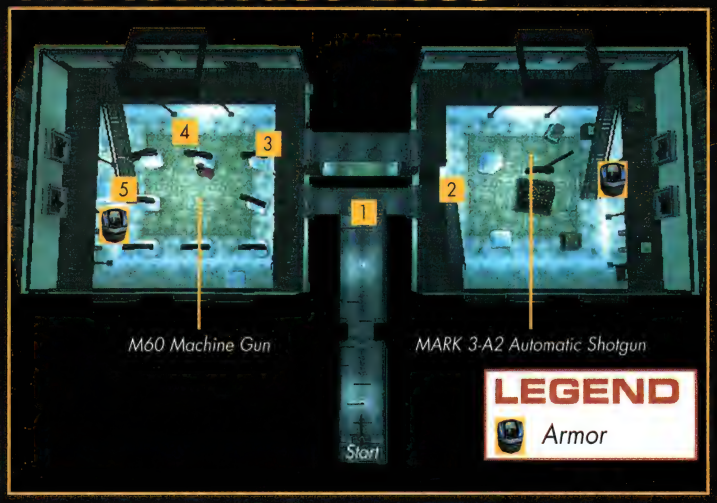
With those guys down for the count, continue along the walkway and through the next door. (5) Before you get there, a mercenary pops out. Stick your gun in his ugly face and fire. Pick up the weapon he leaves behind.

In the room beyond another mercenary tries to take you down. (6) Fire your MP5 and drop him as you move toward the metal walkway behind his position.

Make a right on the walkway and run for the door at the end. (7) Shoot the mercenary and assassin up there who are trying to stop you. Continue running into the room beyond the doorway.

Get your trigger finger ready because assassins are lurking in the next room ready to spill your blood. Open the door and unload your clips into them. (8) The last one to fall drops a key to the next door. (9) Press B at the green Action Icon and get going.

The Icehouse Boss



ENEMIES

Mercenary
Strength: *Medium*
Weapons: *M92 Silenced Pistol*

WEAPONS

M60 Machine Gun
MARK 3-A2 Automatic Shotgun
M92 Silenced Pistol

ITEMS

Small Health Pack
Armor

CHASE DOWN GOFER 30

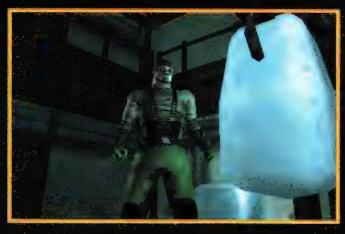
From your starting location, run straight down the tunnel. When the path dead-ends, make a right. (1) Enter the first ice room. Follow the wooden walkway to the right, then follow the stairs down to the first floor. (2)

Run through the corridor to the left to get to the second ice room. (3) When you get there you finally find Gofer. Unfortunately, he's dead. The guy who killed him is there too. You might be in trouble.

Longshoreman X

Weapons: *Crossbow*

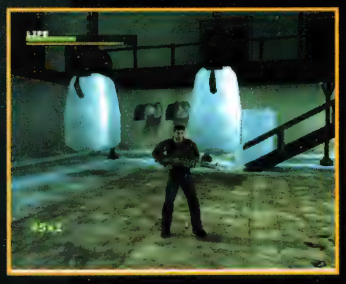
Longshoreman X is a big crazy guy with a powerful crossbow. Avoid any contact with him or his gun. Stay out of his line of fire or you risk being skewered.



Immediately run around the ice block that Gofer's dead body is hanging on to avoid taking an arrow in the chest. (4) When you get behind the ice cover, get rid of most of your ammunition, but keep your M4, AKM, and MP5. Fire your SPAS-12 Shotgun, .50 Automatic Pistols, M11 Silenced Submachine Guns, and any other weapon you might still be carrying into the ice block.

You're ready to start your attack on Longshoreman X. After he fires a shot at you, leave your cover of the ice block, and enter a slow-motion dive Y. While you're flying through the air, target that guy and unload your MP5. He has a lot of Armor so it won't do much, but it's a start. When your dive is over, quickly run for cover behind another ice block.

Continue this technique of diving from your cover to shoot Longshoreman X until you expend all the ammo from your M4, AKM, and MP5. Once your ammo is gone, you can collect some really powerful weapons that appear in both rooms. In the room with dead Gofer collect the M60 Machine Gun, and in the other room find the MARK 3-A2 Automatic Shotgun.



After you have the improved firearms, you can do real damage. Run up the stairs to the wooden walkways above. (5) From there you can unload the M60 in that fool.

Keep an eye on the second floor tunnel that links the two rooms. (1) Once you go up to the second level, mercenaries enter from the tunnel and try to hit you when you're not looking. Put them down then continue to work on Longshoreman X with your M60. When that gun runs out of ammo, run down the stairs toward him. Enter a dive and use your MARK 3-A2 to start blowing holes in his body.

If he's still living, grab the machine gun and automatic shotgun that reappeared and repeat the sequence. A few more shots, and he's dead meat.

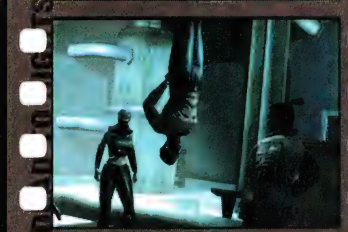
You've been hit, but you need to get to that diner and see Hildy.

You hobble away to get to Hildy and the diner. No cops, no ambulances. Lucky for you she knows how to stitch you up.

You wake up sore but you'll live. But someone shows up there. It's time for Hildy to get rid of him.

Diggs is nothing but trouble. He says there's a lot of dead guys on the docks. But she hasn't heard anything. Then he tries to take her.

You expose yourself from hiding and try to help Hildy. His left elbow is too much for you and you're out cold.



You wake to find yourself hanging upside down over a vat of water.

Prince Fahook was involved in almost every crime in the area. How did he tie into all this mess? Many people want you dead including Fahook. But first it's a little water torture time.

DROWNING

It's time to hold your breath underwater. The gauge at the screen's center represents your oxygen. To hold your breath and keep your oxygen supply, tap A and B alternately. Keep this up until time runs out and you are rescued. If the oxygen level reaches the bottom, you drown.

The first time you get dunked you have to hold your breath for 10 seconds. The second time is 15 seconds; the third time is 20 seconds.

TIP

An easy way to continuously tap A and B is to get a pen and rub it quickly over the tops of those two buttons. By moving the pen back and forth, you're continually pressing those buttons and keeping Jack's oxygen at a good level.

Shadraka and Meeshaka are called away from torturing you because Fahook requests their presence.

Shadow shows up to help.

He hits the release button to get you down from your chains. Get out of there!

NOTE

You need to find Hildy before anything bad happens to her. To find her, backtrack the way you came and cross through the same areas you used to get in.

Enemy Fight 1

ENEMIES

Worker
Strength: *Low*
Weapons: *None*

Foreman
Strength: *Low*
Weapons: *None*

Supervisor
Strength: *Low*
Weapons: *None*

WEAPONS

None

ITEMS

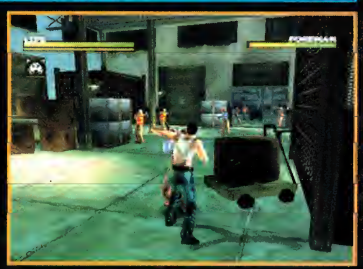
Key

LOCATE HILDY 1

Run forward and go through the door on the right. Once you're in the building, go left and follow the pathway around the metal fence and to the right. Workers and foremen come out of the woodwork to fight you. They try to swarm you, so try to keep your backside free from enemies. Take out these fools with punch-and-kick combos like you've done in the past. Pick up any Health Packs they drop.

TIP

Guess who's ready to fight? Shadow. You can use your faithful hound to instantly drop an opponent. Use him when his Shadow Stamina Gauge is full.



When that group is knocked out, continue moving through the building. When you move farther into the building, another group of fighters tries to take you down. Dispatch them just like the others.

When you get to the end of the building, head left and around the shelves. The doorway at the end of the shelves has the way out. Run over there and beat up any opposition in your way. You need a key to get out.

If you haven't gotten it yet, backtrack and hunt down any fools roaming the area. The last one to fall drops a key. Grab it and use it on the door Ⓑ to move on.

Enemy Fight 2

ENEMIES

Worker
Strength: *Low*
Weapons: *None*

Foreman
Strength: *Low*
Weapons: *None*

Supervisor
Strength: *Low*
Weapons: *None*

WEAPONS
None

ITEMS
Key

LOCATE HILDY 2

Turn left when you enter this area to find more workers and foremen. Let them run to you, then give them a beat down. Protect your back and mix up your kicks and punches to make short work of them.

When they're down for the count, continue left toward the large square containers. You don't get far when another horde of enemies attacks. This time they bring supervisors. They are stronger than those other fools, but a few punch combos to the face take them down.

TIP
If they are surrounding you, run backward to create space.

Pick up any dropped Health Packs you need, then go around those large square containers. Run for the door at the end of the walkway. Before you get there, a few more enemies try to stop you.

Attack those guys with punches and kicks. The last one to fall drops a key. Grab it and use it Ⓑ on the door ahead. Don't dilly dally or more supervisors try to attack you from behind.

Enemy Fight 3

ENEMIES

Worker
Strength: *Low*
Weapons: *None*

Foreman
Strength: *Low*
Weapons: *None*

Supervisor
Strength: *Low*
Weapons: *None*

Mercenary
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun, .50 Automatic Pistol*

WEAPONS
MP5-A5 Submachine Gun
.50 Automatic Pistol

ITEMS
Key
Small Health Pack
Armor

LOCATE HILDY 3

After you enter this new area, a bunch of enemies charge from the right. When they get to you, attack with your feet and fists. Take out one enemy at a time. Use the forklift to protect your sides while fighting. Run around it to give yourself space.

When everyone is out, run in the direction they came from and head left. Follow the pathway around the structures in the room's center, grab the Armor, and find a door in the corner on your right. Go through the door into the next room and follow the pathway to the right. When you hear people yelling, turn around. New enemies followed you from the door through which you came. Use your fighting moves to put them down before you continue.

TIP

After blocking a lot, your Stamina Gauge might be low. Take a few minutes between fights to let it charge back up so you are prepared for the next series of battles.

LOCATE HILDY 4

With those goons out of commission, continue down the path. Go around the corner to the left and more creeps come out to hurt you. Some have guns.

Run to the corner you passed so you have cover. Beat the supervisors who charge around the corners then use the machinery to your left as cover. When the mercenaries come around the corner, disarm the first one Ⓑ, then pick up his gun and shoot the others.

Head left around the machinery in the room's center. Stay low because one more mercenary is on some stairs on the other side of the room.

When he gets into view, rise up and shoot him dead. Grab the key he drops and use it on the door with the green Action Icon under the stairs.

Enemy Fight 4

ENEMIES

Clown
Strength: *Medium*
Weapons: *L96A1 Sniper Rifle, MARK 3-A2 Automatic Shotgun*

Assassin
Strength: *Medium*
Weapons: *AKM Assault Rifle*

Mercenary
Strength: *Medium*
Weapons: *AKM Assault Rifle*

WEAPONS

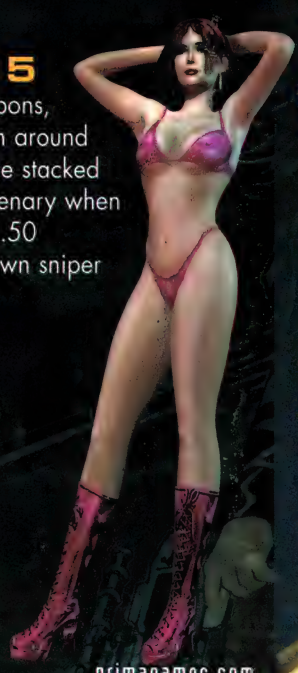
AKM Assault Rifle
MARK 3-A2 Automatic Shotgun

ITEMS

Key
Small Health Pack

LOCATE HILDY 5

Now all your enemies have weapons, but so do you. From the alley, run around the corner to the right between the stacked boxes and the wall. Kill the mercenary when his back is turned, then use your .50 Automatic Pistols to knock the clown sniper off the roof.



Crouch and creep toward the opening the mercenary was facing. Get ready to fire. When a clown shows his ugly face there, blast him. Stay put because an assassin is right behind him. Kill him as well.

With those two gone, creep forward to the opening and shoot the assassin standing next to the large container. He drops a key. Go for the key, but blast the clown behind the same container. Use the key on the door with the green Action Icon.

Enemy Fight 4

ENEMIES

Clown
Strength: *Medium*
Weapons: *M4 Carbine Assault Rifle, MARK 3-A2 Automatic Shotgun*

Assassin
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun*

WEAPONS

MP5-A5 Submachine Gun
MARK 3-A2 Automatic Shotgun
M4 Carbine Assault Rifle

ITEMS

Elevator Key
Key
Armor

LOCATE HILDY 6

Get your MP5 or AKM ready because you're about to have company. Take a step forward and a clown appears from behind machinery straight ahead. Blast him, aim your weapon to the right, and shoot the assassin who tries to cap you. Step over the dead assassin and move into the elevator beyond. Activate the green Action Icon by pressing B.

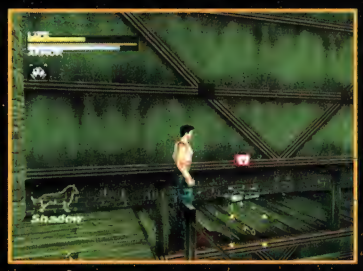
When the elevator stops, get your AKM or M4 ready. Shoot the two clowns to the left of the boxes in front of you. Two more assassins are on this upper level with you. Turn left and smoke them if they charge from that direction. If one decides to sneak up behind you, just kill him there.

When the top is clear, head to the railing next to you. From this vantage point, pick off anyone below who gets in range. When the gunfire diminishes collect Armor and health, then move on.

LOCATE HILDY 7

Move to the left of the elevator and go around to the other side. When the wooden walkway hits the wall, follow the path to the right. Run along the wall until it dead-ends. Go right and down the stairs. If you hear gunshots along the way, peer over the railing and shoot anyone down there.

At the base of the stairs, run ahead and to the right until you get on the wooden walkway that encircles the room. Follow this walkway around to the left. When it hits the opposite wall, continue to follow it left until you see a door on the right.



If enemies are still around, kill them. Use the crates scattered about the level as cover, then blast them. The last one to die leaves behind a key for that door. Use it and get out.

Enemy Fight 5

ENEMIES

Clown
Strength: *Medium*
Weapons: *M4 Carbine Assault Rifle, MP5-A5 Submachine Gun, L96A1 Sniper Rifle*

Assassin
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun*

WEAPONS

MP5-A5 Submachine Gun
M4 Carbine Assault Rifle
L96A1 Sniper Rifle

ITEMS

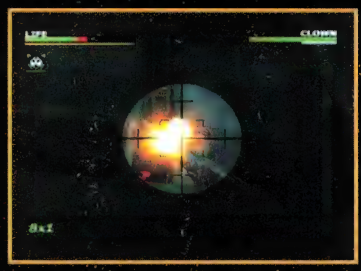
Large Health Pack
Armor

LOCATE HILDY 8

This place may seem familiar. Last time you were here a fence blocked your path. Crouch as you begin this area. Creep to the edge and use Shadow and your M4 to remove most of the enemies below.

When you can't see anyone else below, run down the stairs. Use your MP5 to drop anyone still standing as you go. When you get to the base of the stairs, run to the metal fence straight ahead and get the sniper rifle.

When everyone is dead, switch to the sniper rifle. Move along the metal fence until you get a good view of the boat. When you take fire, zoom in on the clown, and pop him in the head. Get more of the boat in view to spot the other clown on the boat. Drop him.



When the area is clear, grab the Large Health Pack and Armor before moving through the door in the left wall.

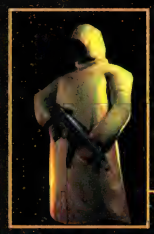
LOCK PICKING

Use your lock picking skills. You must stop each tumbler as its pin enters the Hot Zone. The first two tumblers rotate backward, the third and fourth tumblers rotate forward, and the fifth and final tumbler rotates backward. If you don't set the pin correctly, you move back a tumbler. When all five tumblers have their pins in the Hot Zone, you've successfully picked the lock. You have only 20 seconds to pick the lock or you fail.

Enemy Fight 6

ENEMIES

Clown
Strength: *Medium*
Weapons: *MARK 3-A2 Automatic Shotgun, MP5-A5 Submachine Gun, M4 Carbine Assault Rifle*



Assassin
Strength: *Medium*
Weapons: *MARK 3-A2 Automatic Shotgun, MP5-A5 Submachine Gun, M4 Carbine Assault Rifle*

WEAPONS

MARK 3-A2 Automatic Shotgun
MP5-A5 Submachine Gun
M4 Carbine Assault Rifle
M210 Double Barrel Shotgun

ITEMS

Key
Key Card
Armor
Large Health Pack

LOCATE HILDY 9

You made it back to warehouse 2. Hildy must be close now. With your MP5 handy, run for the crates in front of you. A couple fools jump out to greet you. Shoot the assassin and clown in front of you and the assassin to the right. When they're dead, duck behind the crates they were hiding near. Shoot the other clown hiding around there too.

Go to the stairs on the opposite side of the room and run halfway up the left flight. Turn around and use your M4 to shoot the fools in the windows.

When those guys are dead, continue up the stairs and follow the wooden walkway to the left.

Use Shadow to shake down the clown at the end of the walkway. Grab the key he drops and the shotgun at the end of the walkway.

LOCATE HILDY 10

Follow the walkway back to the stairs, go down them, then go up the next flight. Press Ⓑ to get through the door and into the room beyond.

Check the door that has the red Action Icon. You can't get out just yet. More fools enter the area on the first floor. Leave the room and go down the stairs. Use Shadow and your M4 to take them out. The last one to die drops a Key Card.

Grab the Key Card, then the Armor under the stairs. Run up the stairs and exit through the door with the green Action Icon.

Enemy Fight 7

ENEMIES

Clown
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun, MARK 3-A2 Automatic Shotgun, M4 Carbine Assault Rifle*

Assassin
Strength: *Medium*
Weapons: *M4 Carbine Assault Rifle*

Mercenary
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun*

WEAPONS

MARK 3-A2 Automatic Shotgun
MP5-A5 Submachine Gun
M4 Carbine Assault Rifle
M210 Double Barrel Shotgun

ITEMS

Small Health Pack
Armor
Canister
Key

LOCATE HILDY 11

Here's another dock that looks familiar, but last time your view was from the boat and wooden pier. Make your way out of here quickly. Run down the stairs behind you. At the base turn right and take cover behind the large container. Kill the mercenary standing next to it with your MP5.

Stay behind this cover. When the clowns run to you, blast them. Use Shadow to take out any other clowns on the dock. The last one drops a key. Move to the left of the container and shoot the clown on the pier with your M4. Move to the right of the container and use your sniper rifle to zoom in on another clown. Pop him.

Run to the edge of the dock and use your M4 to drop any assassins on the pier. When the area is clear, pick up the key, ammo, Health Pack, and the Armor at the top of the stairs. Move through the door opposite the stairs to enter the next warehouse.

LOCATE HILDY 12

You've been in this warehouse before too. Run to the crates on your right and crouch to the right of them. Shoot the assassin who's straight ahead. Use Shadow and your M4 to clear out the three fools on the bottom floor. Keep close to the cover of the crates or you might get hurt.

When everybody is dead, run up the stairs on the same side of the room. At the top, follow the walkway around the room until you get to the end with the control panel. Use the green Action Icon Ⓑ to unlock the door below. Grab the Armor there if you need it, or save it until after the fighting.

More enemies have entered the warehouse and are shooting you from across the room. Follow the walkway back to the stairs. Around the second corner, three enemies are waiting to bury you. Use the cover of the crates and pop out to shoot them one at a time before getting back to your cover. When all three are dead, head down the stairs and to the left. The exit door in the right wall is not far. Press Ⓑ at the green Action Icon to leave the area.

Enemy Fight 8

ENEMIES

Clown

Strength: *Medium*
Weapons: *M4 Carbine Assault Rifle, MARK 3-A2 Automatic Shotgun*

Assassin

Strength: *Medium*
Weapons: *M4 Carbine Assault Rifle, MARK 3-A2 Automatic Shotgun*

WEAPONS

MARK 3-A2 Automatic Shotgun
M4 Carbine Assault Rifle

ITEMS

Armor

Enemy Fight 8

ENEMIES

Clown

Strength: *Medium*
Weapons: *M4 Carbine Assault Rifle*

Assassin

Strength: *Medium*
Weapons: *AKM Assault Rifle, MARK 3-A2 Automatic Shotgun*

WEAPONS

MARK 3-A2 Automatic Shotgun
M4 Carbine Assault Rifle
AKM Assault Rifle

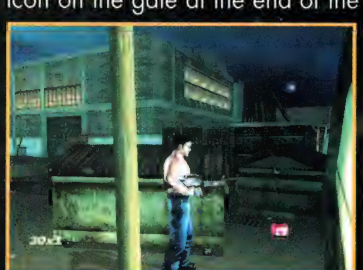
ITEMS

Key Card
Small Health Pack
Armor

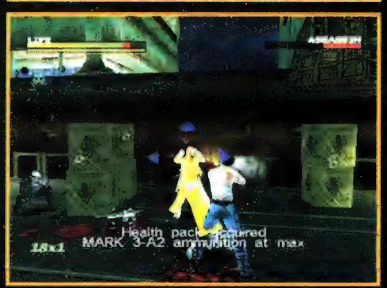
LOCATE HILDY 13

You made it back to the start of the docks where you first started chasing Gofer. There's no time to reminisce, mercenaries are taking Hildy somewhere in a limo. Before you can do anything, you have to kill a few enemies. Use the stacked crates behind you as cover. Pop out and use your M4 to shoot the assassins and clowns that run in for the attack.

When the close ones are dead, leave your cover and run left up the dock. Use the M4 to drop the remaining clowns still roaming the docks. Go to the left corner next to the metal fence to get some Armor, then head right down the dock. Check behind the trash bins for a Small Health Pack, then continue. Use the Key Card to access the green Action Icon on the gate at the end of the dock.



Once through the gate, move down the center of the road. When you pass the large container, go right and take cover between the stacked crates and the rail overlooking the water.



Crouch until your enemies show themselves. Unload your M4 and AKM into the assassins who pop out in front of you. Keep some crates to your back because enemies show up behind you too. When your front is clear, turn around and finish anyone shooting you from behind. When the last one falls, you can leave this area.

A truck speeds right at Jack. Shadow gives a warning bark.

Jack shoots the driver, causing the truck to crash and spill a load of gold. This was all about money.

Where did Fahook get all that treasure? You'd probably find some answers wherever that second truck is going. Hitch a ride and find out.

Chapter Nine: A Billion in Bullion

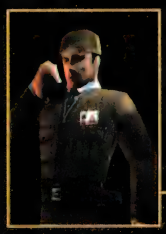
It's time to head into the belly of the beast. You'll either come out with some answers or come out dead. From the outside it looks like an old factory, eking out a pitiful existence before it shuts down. But on the inside the place is pure gold. Lots and lots of glittery gold.

Smelting Plant Entrance

ENEMIES

Security Leader
Strength: *Medium*
Weapons: *AKM Assault Rifle, SPAS-12 Shotgun, M11 Silenced Submachine Gun*

Worker
Strength: *Low*
Weapons: *.45 Automatic Pistol*



Security
Strength: *Medium*
Weapons: *M629 .44 Magnum Revolver, SPAS-12 Shotgun, AKM Assault Rifle, .50 Automatic Pistol*

WEAPONS

.45 Automatic Pistol
AKM Assault Rifle
M629 .44 Magnum Revolver
MP5-A5 Submachine Gun
SPAS-12 Shotgun
M11 Silenced Submachine Gun
.50 Automatic Pistol

ITEMS

Armor
Canister
Small Health Pack
Large Health Pack

GATHER INTELLIGENCE 1

You start this area behind the big truck you rode in on. That gives you cover from the bullets that will fly around. Crouch and take out the workers who rush around the truck's right side. (1) Look toward the left side and have Shadow attack the security leader behind the stacked boxes. (2)

Stay behind the truck and blast anyone who gets too close. When no one else rushes you, run for the cover of the pillar to the right of the truck. (3) Use your AKM to drop the two guys shooting at you from the carts. When they're dead, return to the back of the truck.

Wait there until more enemies come to you, then blast them with your pistols. Peek out from both sides of the back of the truck and shoot the workers who still might be using the front as cover. When the workers are dead, leave your cover and head for the stairs. Ready a good gun, such as the AKM. A few more security leaders will charge you, so drop them on your way to the stairs.

When the bottom level is free of enemies, grab the goodies from the container near the stairs. Go upstairs, but grab the canister at the base of the stairs. (4) When you get to the top, toss and shoot your canister at the group of enemies huddled there. Strike! They're all dead.

GATHER INTELLIGENCE 2

Run to the top of the stairs and duck behind the crate to the right. Shoot the guys down the walkway, but check your back and shoot any fool who might be trying to sneak up the stairs to kill you. After it's clear, go.

Run along the path and duck behind the next box on the corner. (5) Use the cover to take out the security guards who rush you. Move along the metal walkway and duck behind the next box for cover. Shoot the enemies who charge you. Continue this pattern of shooting enemies, then moving from cover to cover. Always check behind you in case more fools are trying to sneak up on you.

When the enemies on the upper level are dead, go on. A door with a green Action Icon is at the end of the walkway. (6) Press B at the door to leave that area.

LOCK PICKING

Before you can move inside the warehouse you have to pick the door's lock. You must stop each tumbler as its pin enters the Hot Zone. Some tumblers move faster than others. The first tumbler rotates forward, the second backward, the third forward, the fourth backward, and the fifth rotates forward. If you don't set the pin correctly, you move back a tumbler. When all five tumblers have their pins in the Hot Zone, you successfully pick the lock. You have 15 seconds to pick the lock or you fail. If you fail, you have to fight a few more enemies before trying the lock again. You get an extra five seconds added to the time, but the rotation changes.

Smelting Plant Hub 1

ENEMIES

Worker

Strength: *Low*
Weapons: *.45 Automatic Pistol, .50 Automatic Pistol*

Security

Strength: Low
Weapons: M629 .44 Magnum Revolver, SPAS-12 Shotgun, M11 Silenced Submachine Gun, AKM Assault Rifle, .50 Automatic Pistol

Foreman

Strength: *Low*
Weapons: *.45 Automatic Pistol, M11 Silenced Submachine Gun*

Security Leader

Strength: *Medium*
Weapons: *AKM Assault Rifle, M11 Silenced Submachine Gun, .45 Automatic Pistol*

WEAPONS

.45 Automatic Pistol
AKM Assault Rifle
M629 .44 Magnum Revolver
SPAS-12 Shotgun
M11 Silenced Submachine Gun
.50 Automatic Pistol

ITEMS

Armor
Large Health Pack
Plant Key

GATHER INTELLIGENCE 3

Stay close to the left wall when you start. Use your M629 Magnum to shoot the security guy behind the box down the hall. (1) Three more boxes line the left wall; behind each is another person who wants to kill you. Use Shadow to take down the security leader behind the first and your AKM to get the security guy hiding behind the second. If he leaves the safety of his box, track him and kill him.

1

With the first three guys dead in the tunnel, work your way forward until you get behind the box where you dropped the first fool. (1) Stay low because more guys are shooting at you. Use your shotgun to shred the foreman who gets too close.

2

Your AKM works well to clear the rest of the room. Stay close to the cover of the box until the area is clear, then run through the door at the end. (2)

GATHER INTELLIGENCE 4

You start above the smelting plant on a metal walkway, and a lot of people are ready to pull you down. Crouch and use your AKM to shoot the security leader who runs at you from the pathway straight ahead. (3) Move to the left and have Shadow attack the creep hiding behind the boxes. (4)

3

4

With your immediate area clear, get your M629 Magnum ready and aim to the right. (5) A couple security officials point their weapons at you. Take them down with two shots each. Follow the walkway to the center of the room and shoot the guy across the way. (6)

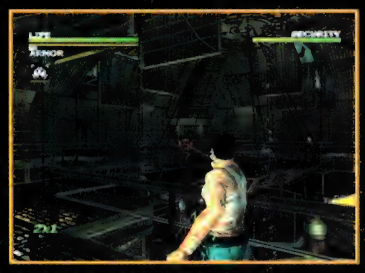
5

6

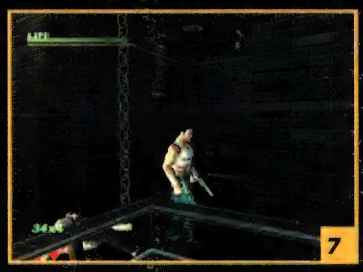
When everybody is dead up there, run to the metal pathway that follows the wall around the room.

GATHER INTELLIGENCE 5

When you start along the walkway, a few more fools race onto the walkway to cause you grief. Turn around and blast the guy in the room's center with your Magnum.



Follow the metal pathway to the opposite side of the room and to the stairs leading down. (7) When you get close to the stairs, duck behind the box at the top. From this cover you can pop and shoot anybody nearby with your shotgun. When the area at the top of the stairs is clear, leave your cover and have Shadow attack the guy at the end of the walkway behind the crate.



7

GATHER INTELLIGENCE 6

8

When the top is clear, head downstairs. Trouble awaits at the bottom, so get your M11's ready. When you reach the base of the stairs, fire away at the goons there as you make a break to the right to find some cover behind the vat of gold. (8)

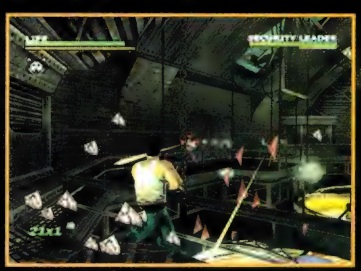
Keep the wall to your right as you move around the room. Keep your AKM handy and shoot any enemy that you run into. By continuously moving, you prevent an enemy from sneaking up behind you and popping you in the head. After a circuit or two, all the enemies should be dead.

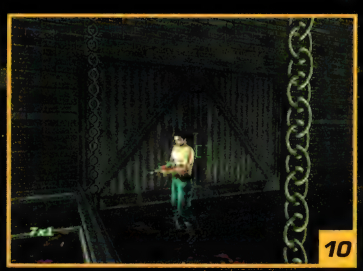
When it's clear, run for the staircase at the room's center. (9) When you get halfway up the stairs, enemies converge on your position. Crouch to use the stairs as cover and start taking out those fools. Start with the goon at the top of the stairs, then concentrate on the guys running around on the floor. Use your AKM and Shadow for enemies that are close and your Magnum for those farther away.

GATHER INTELLIGENCE 7

When you get low on health, run to the room at the top of those stairs to get the Large Health Pack and the Plant Key. Run back down and kill any stragglers. When everyone is dead, collect any ammo you need and head up the main stairs (the ones you descended). (7)

At the top of the stairs you take fire again. Security leaders have entered the area and are shooting at you from the left. Run at them and use Shadow to take down the first one. For the other two, get in close and unload with your M11's. When those guys drop, pick up any health or ammo you need. Activate the green Action Icon (B) on the door behind those guys to get out of there. (10)





Smelting Plant Hub 2

ENEMIES

Worker

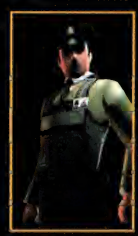
Strength: *Low*
Weapons: *M11 Silenced Submachine Gun, SPAS-12 Shotgun*

Foreman

Strength: Low
Weapons: M629 .44 Magnum Revolver, AKM Assault Rifle

Security

Strength: *Low*
Weapons: *SPAS-12 Shotgun, AKM Assault Rifle, M11 Silenced Submachine Gun*



Security Leader

Strength: *Medium*
Weapons: *M629 .44 Magnum Revolver, AKM Assault Rifle*

WEAPONS

AKM Assault Rifle
M629 .44 Magnum Revolver
SPAS-12 Shotgun
M11 Silenced Submachine Gun
PSG 1 Sniper Rifle

ITEMS

Armor
Large Health Pack
Small Health Pack
Access Card

GATHER INTELLIGENCE 8

From your starting location in the tunnel, move against the left wall. Use Shadow to attack the security official making his rounds near the first bend in the hall. (1) With the first goon out of the way, you can move on. Use your Magnum to pop the guy trying to shoot you down the hall.

Move forward and keep close to the left wall. Use your AKM and shoot two security officials who show their faces when you get to the bend. (1) The security leader around the bend, standing in front of the large container, is a tough number. (2) After he fires a few rounds, leave the protection of the wall and press Y to dive in his direction. Unload your M11's into his gut to drop him fast.

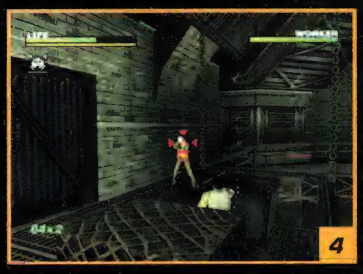
2

After he falls, continue up the hallway toward the large crate. Move to the right wall and use Shadow to attack the guy hiding behind the second crate. Move to the third crate and get your M11's ready. Walk forward very slowly until the door in front of you opens. (3) Two guys rush in firing, and the fool hiding behind the third crate pops out. Rush back to use the crate for a Wall Mode attack. When all three goons are dead, collect weapons and ammo, then head out the door.

3

GATHER INTELLIGENCE 9

Officials said Glitter City was all out of gold, but that doesn't appear to be true. Quickly duck behind the box in front of you to the left. (4) Shoot the worker with the gun down the walkway to the left. When he drops, turn and shoot the worker to the right.



4

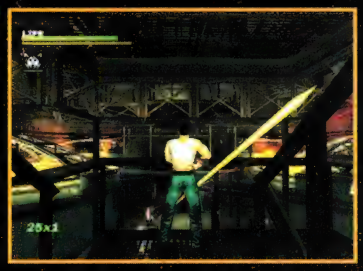
Clear out the rest of the area. Hiding behind a crate to the far left is a lonely security leader. Use your AKM and drop him. Turn to the far right and use your AKM to drop the two fools shooting at you from over there.

There's one more enemy to clear off this upper platform, and he's on the other side of the room. Run around the right side of the building toward that gunman. When you get in range, release Shadow to rip his spleen out. That clears out the top area. Follow the metal walkway to the stairs and descend. (5)

5

GATHER INTELLIGENCE 10

Halfway down the stairs you catch a glimpse of all the gold. You don't have time to fantasize about what you'd buy if it was yours, because a lot of guns are pointing in your direction. Crouch and unload your AKM into the fools on the ground. Don't forget to shoot the guy in the cage across the way. After a lot of those guys are dead, move forward and to the right. Use your M11's to kill anybody close by on the ground.



Back up to the middle of the stairs you came down. There's more killing to be done. Use your pistols to whack any other fools who might still be in the middle of the room. If some guys start running around above you while you're still there, use your Magnum on them. When the area looks relatively clear, run to the bottom of the stairs.

GATHER INTELLIGENCE 11

Most of the enemies should be gone from the bottom area by the time you get there. A gun turret is aimed at your head. Run to the left to get some cover behind one of those vats of gold. (6) Work your way around the area and the other vats of gold, shooting any enemies still alive down there. Pick up some Armor and a Large Health Pack on the ground opposite the stairs. That should help you take out that turret.

6

When all the enemies are dead in the area, concentrate your fire on the turret. (7) Get back to the stairs and use your AKM to shoot the gun.

When the ammo runs out, switch to another quick weapon. Keep firing and you should have no problem destroying the turret before it even cuts through your Armor.

GATHER INTELLIGENCE 12

With the turret gone and the area clear of enemies, make your way up the stairs at the center of the room. Grab the Access Card and the sniper rifle then access the green Action Icon right there in the booth. If the Action Icon is still red, it means more bad guys remain in the area. Hunt them down.

After you access the Action Icon downstairs, a door unlocks upstairs and more enemies appear for you to fight. Run out of the booth and down the stairs. Shoot the fools waiting for you to the left.

Grab the Armor under the stairs, then head up. More enemies wait for you up there. Use your AKM to leave them dead. Run to the left and press B next to the door with the green Action Icon to move to the next area. (8)

Smelting Plant Hub 3

ENEMIES

Convict

Strength: *Low*
Weapons: *AKM Assault Rifle, M629 .44 Magnum Revolver, M11 Silenced Submachine Gun, SPAS-12 Shotgun*

Foreman

Strength: *Low*
Weapons: *M629 .44 Magnum Revolver*

Security

Strength: *Low*
Weapons: *.45 Automatic Pistol, M11 Silenced Submachine Gun, SPAS-12 Shotgun*

Security Leader

Strength: *Medium*
Weapons: *M629 .44 Magnum Revolver, .50 Automatic Pistol, M11 Silenced Submachine Gun, SPAS-12 Shotgun, AKM Assault Rifle*

WEAPONS

.45 Automatic Pistol
.50 Automatic Pistol
AKM Assault Rifle
M629 .44 Magnum Revolver
SPAS-12 Shotgun
M11 Silenced Submachine Gun

ITEMS

Canister
Armor
Large Health Pack
Small Health Pack

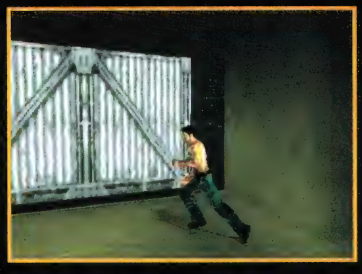
GATHER INTELLIGENCE 13

Pinnacle found a way to get his mitts on all this gold and make it his own. It's your job to shut him down. When you start in the hall, get your AKM ready. Shoot the guy who runs to the crate in front of you. When he's dead, use your M11's to drop the two security leaders and the security official who rush around the corner to get you. (1)

1

Two security officials guard the entrance to the next room. (2) From your corner, run to the opposite wall and use Shadow to take out the one against the right wall. Creep along the left wall until you get to the crate. When the security official stands up, pop him. Grab the Armor, pick up the canister on the right wall, and head out the door.

2



GATHER INTELLIGENCE 14

When you go through the door, blast the creeps near you, grab the canister again, and target the left side. A group of security personnel has gathered over there. (3) Toss the can and shoot. Follow the walkway to the left and take out any survivors. More guys are gathering at the end of the next walkway section. (4) Charge them and go into a slow-motion dive by pressing Y when you get into range. As you dive, open fire and take them out one by one.

3

4

Follow the walkway until you run into the flight of stairs going down. Use your Magnum to drop the last guy up there. At the top of the stairs grab the canister on the wall. (5)

5

GATHER INTELLIGENCE 15

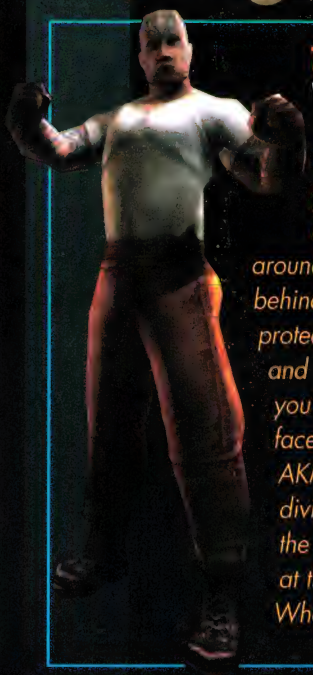
Convicts are downstairs. Run down the stairs and get ready for the bullets to fly. When you get to the bottom of the stairs, toss and shoot the canister at the group of convicts gathering to your left. (6) Don't be too close to the explosion or you might take some damage.

6

Head left, toward the stacks of gold. Stay between the stacks. Use Shadow and your M11's to take out anyone who gets close. Save the AKM for enemies who are farther away. Stay in a crouch and work your way around the gold to drop every fool that gets in your view.

Keep firing at your enemies until Tattoo and his friends show up from the opposite side of the building on the left. (7) You might remember Tattoo from prison, but you probably don't remember his gun being that big. Stay next to the gold and take out these new creeps using Shadow and your trusty M11's. Stay away from Tattoo for now. When all the other enemies are dead you can face Tattoo and his big gun.

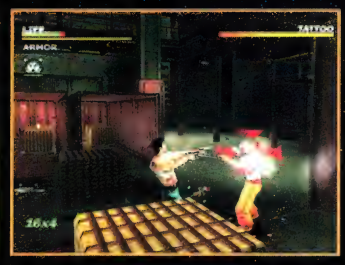
7



Tattoo

Weapons: *M60 Machine Gun*

Tattoo carries a large powerful gun. If you take too many hits from it, you'll be dead before you know it. Use the cover around the area to your advantage. Get behind the pillars and large containers for protection. When Tattoo gets close, pop out and enter a slow-motion dive (Y) at him. If you're close, unload your M11's into his face, but if you're farther away, use the AKM. Keep up this pattern of hiding, diving, and shooting to defeat Tattoo. Grab the health and Armor in the large containers at the center of the room if you need them. When Tattoo falls dead, grab his gun.



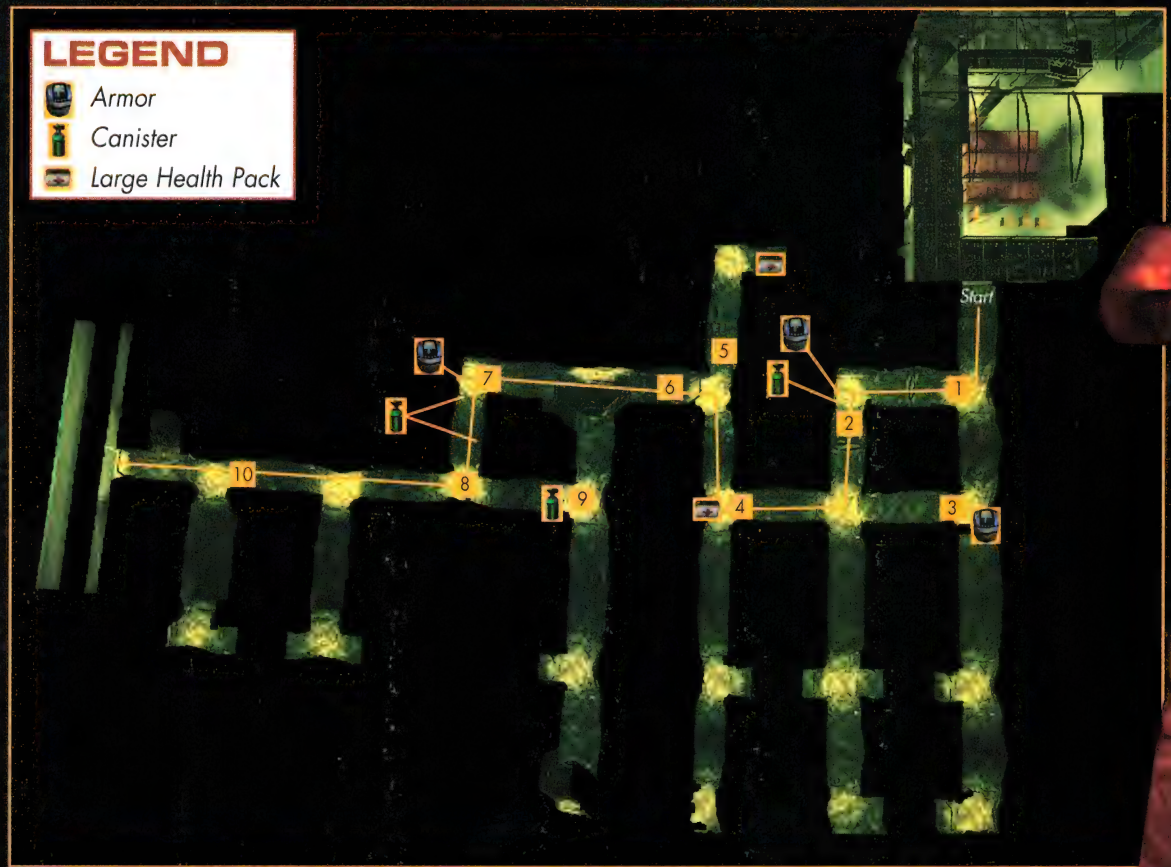
GATHER INTELLIGENCE 16

When the big guy is dead, head to the door with the green Action Icon. (8) Press B to open the door and leave the area.

Tunnels from Smelting Plant

LEGEND

- Armor
- Canister
- Large Health Pack

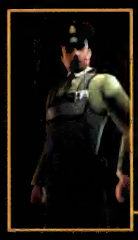


ENEMIES

Convict
Strength: *Low*
Weapons: *M11 Silenced Submachine Gun, SPAS-12 Shotgun, AKM Assault Rifle*

Foreman
Strength: *Low*
Weapons: *M11 Silenced Submachine Gun*

Security
Strength: *Low*
Weapons: *AKM Assault Rifle, M11 Silenced Submachine Gun*



Security Leader
Strength: *Medium*
Weapons: *AKM Assault Rifle, M11 Silenced Submachine Gun, M629 .44 Magnum Revolver, Flamethrower*

WEAPONS

AKM Assault Rifle
M629 .44 Magnum Revolver
SPAS-12 Shotgun
M11 Silenced Submachine Gun
Flamethrower

ITEMS

Armor
Canister
Large Health Pack

ESCAPE THE MINING TUNNELS 1

You're almost out of here. You just have to make it out of the tunnels. Use Shadow to take out the security leader around the first corner. (1) Follow the tunnel to the right until you get to the next corner and the path goes left. Another goon guards this way. (2) Rush around the corner and use Shadow or your M11's to drop him.

Duck under the metal blades to move to the next section of the tunnel. Grab the Armor if you need it. Creep forward until you see convicts rushing in from both sides, and then back up to the blades and get ready to shoot. When they come around the corner, unload on them before they can hurt you. Don't be fooled by the first two who jump out. Two more just out of sight will rush you. Just sit tight and take them down when they show themselves.

ESCAPE THE MINING TUNNELS 2

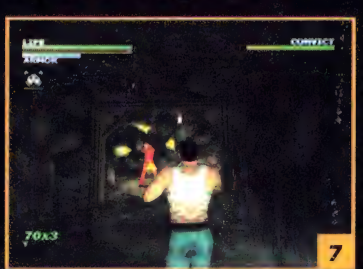
When no more convicts come into view, move into the next tunnel and head left. Shoot the foreman behind the barrel and keep running. When the tunnel dead-ends, two guys come around the right side. (3) Kill them both with your AKM assault rifle. Get some Armor to the right if you need it.

Turn around and head in the opposite direction. A security official takes some cheap shots at you so lock and load your Magnum and shoot him dead. Grab the Large Health Pack. (4) The rock wall prevents you from going straight, so head down the right tunnel. A security leader likes shooting at you from the other end of the tunnel. Rush him until Shadow can sink his teeth into his neck. When he drops, a foreman rushes out from the rest of the tunnel behind him. (5) Your AKM drops him in a hurry.

Before you can go there and pick up goodies, you must take out the security leader down the tunnel to the left. (6) After he fires a few rounds, charge him with your M11's blazing. Drop him. Once he's out of the picture, go back down the rest of that tunnel to get some ammo and Large Health Pack, but return to this area.

ESCAPE THE MINING TUNNELS 3

When you're ready to proceed, run along the narrow path on the right wall to get to the other side. When you get close to the other side, two convicts pop out and take cheap shots at you. (7) Kill them quickly with your AKM. Go around the corner and drop the foreman standing there.



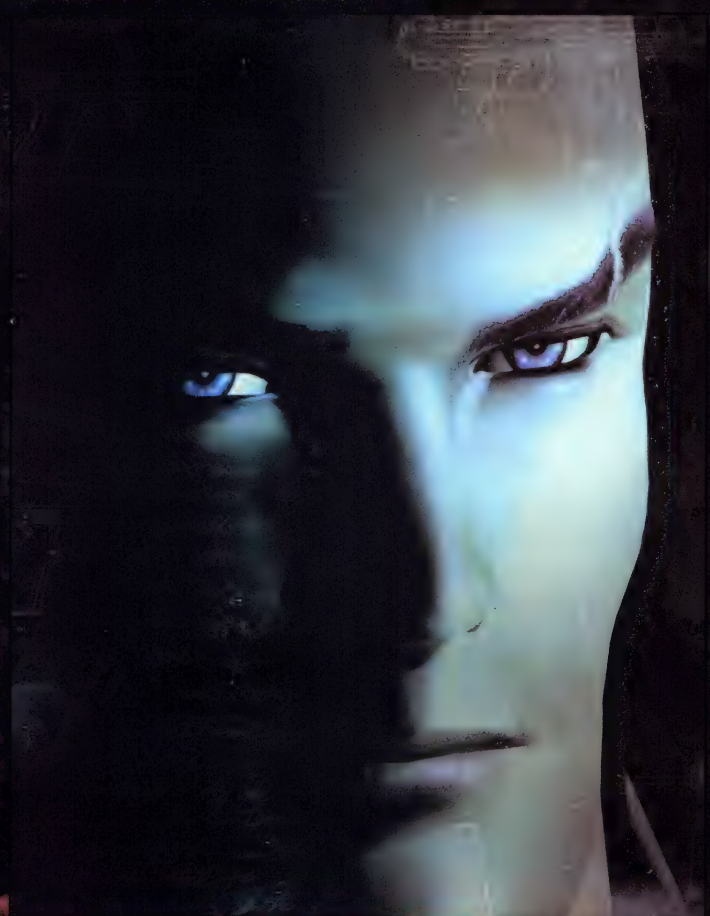
Grab the canister, run to the corner, then run back. This brings the enemies running to you. Hang back and wait for them to collect at the other side. When three or four are in sight, toss and shoot the canister. (8) It explodes, killing those at the end of the hall, including some you couldn't see. Don't move up yet, because a whole squad of security leaders is on the way. Just sit back and let them come to you. Go back around the corner toward the narrow pathway if you need some relief from the gunfire. Use your M11's and AKM to cut through them. When they're nothing but a bad memory, continue along the tunnel to the junction left or right.

ESCAPE THE MINING TUNNELS 4

Run to the left to get rid of the pesky foreman trying to shoot you. (9) Then turn around and head the other direction. When you get to the first intersection, more security leaders emerge from the end of the tunnel. (10)

Get behind a barrel on the left wall before the first intersection to use as cover. When those security leaders get close, pop them with your M11's and your AKM.

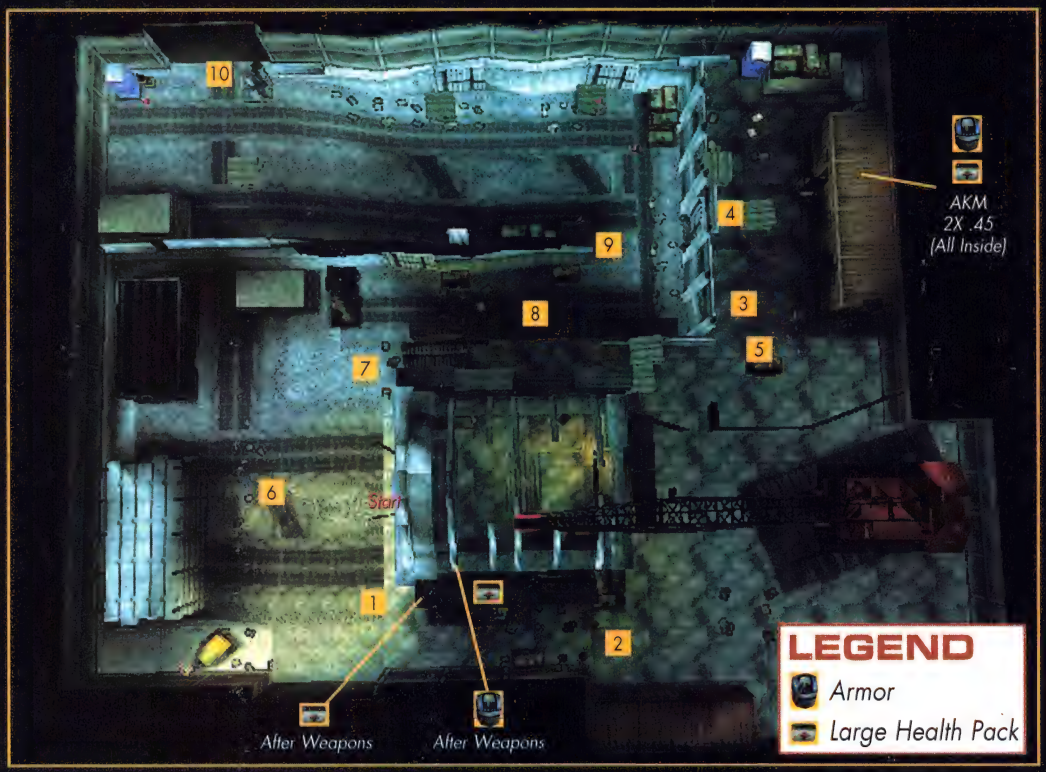
When those guys are dead, run straight down the rest of the tunnel to leave this area.



Chapter Ten: Full Circle

William Pinnacle is a smart man—smart enough to figure a way to get all that gold into his greedy pockets. Using the subway project as a cover was ingenious. Your dad must have stumbled on the project and gotten killed for his knowledge. Make that fat man pay!

Construction Yard



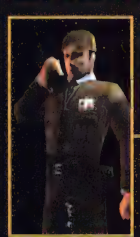
ENEMIES

Worker
Strength: *Medium*
Weapons: *None, .45 Automatic Pistol*

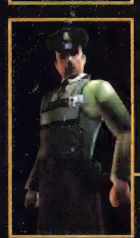
Foreman
Strength: *Low*
Weapons: *None, .45 Automatic Pistol, M92 Silenced Pistol*

Supervisor
Strength: *Low*
Weapons: *None, .45 Automatic Pistol*

ENEMIES CONTINUED



Security
Strength: *Low*
Weapons: *M11 Silenced Submachine Gun*



Security Leader
Strength: *Medium*
Weapons: *M92 Silenced Pistol, M11 Silenced Submachine Gun, M79 Grenade Launcher*

WEAPONS

.45 Automatic Pistol
AKM Assault Rifle
M92 Silenced Pistol
M79 Grenade Launcher
M11 Silenced Submachine Gun

ITEMS

Armor
Large Health Pack

ESCAPE THE CONSTRUCTION YARD 1

Back to the construction yard. Turn around to face the tunnel you came from, then go right. (1) Move left and follow the wall. Some people there aren't pleased to see you. When they charge in, use punch and kick combos to beat them down.

Go down the narrow pathway until two guys jump from the wall to your right. Break their necks and get ready for more guys from the gate to your left. (2) Your fists and feet should be enough to beat them down.

TIP

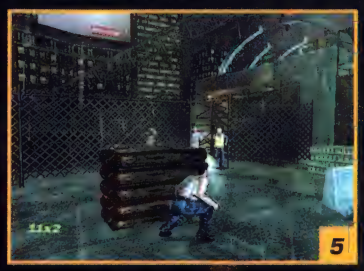
You don't have any guns, but you do have a highly trained attack dog. Use Shadow when his Shadow Stamina Gauge is full. A quick kill can save some wear and tear on your knuckles.

When everyone is down for the count, run through the gate to the left and straight to the trailer beyond. Two guys wait to fight you there. (3)

Rush them and dispose of them; two guys are closing in behind you. When all four guys are knocked out, go in the open trailer to get Armor, health, and weapons.

ESCAPE THE CONSTRUCTION YARD 2

With your new pistols in hand, exit the trailer and run for the cement blocks at the edge. Use your pistols to shoot the two security leaders below. (4) Run for the gate you came through earlier. (2) Before you get there, a few guys rush in to stop you. Duck behind the stack of supplies before the gate for cover. (5) Unload your pistols into them as they charge. Kill them one by one.



Run through the gate, but when you hear and see enemies coming around the corner to the right, backtrack to the last spot of cover. Take these fools out the same as the last.

The area isn't clear. Move past the gate and get to the corner with the pathway to the right. A couple of guys are on scaffolding waiting for the chance to fill you with lead.

Get your pistols ready, turn the corner, and unload on each of them. Run down the pathway when you're done.

ESCAPE THE CONSTRUCTION YARD 3

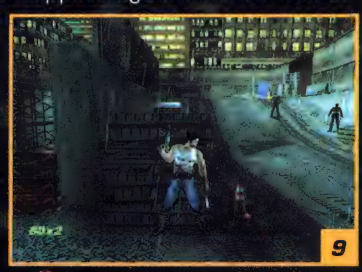
When you start this area, duck behind the forklift in front of you. Get your pistols ready and blast the fools who run around it.

With those creeps dead, get the health at the front of the forklift and run down the slope to the left. A guy standing on top of the pipes is trying to take off your head. Enter a slow-motion dive Ⓨ as you charge him and unload your pistols into his chest. (6) Don't get too comfortable, because two more goons are shooting at you from the right. When you finish your dive, turn right and cap those guys with your pistols.

ESCAPE THE CONSTRUCTION YARD 4

Grab the Armor from the start of this level, then continue around the slope and down to the pathway next to the two guys you just killed. Security personnel are at the other end, and they are not happy to see you. Use the cement wall near the slope for cover. When those goons get close, use Shadow and your automatic pistols to drop them. (7) After the ground is clear, you still have two guys standing above the end of the pathway. (8) Move down the pathway, then enter a dive to target and destroy those suckers.

Don't rush down the path; hostiles might be near. If one shows his face, duck behind the stacks of supplies against the left wall as you fire your weapons. Follow the pathway as it bends left, but don't enter the next area yet. A lot of enemies patrol there. Enter Wall Mode against the stack of boards to the left and pop out to shoot. (9)

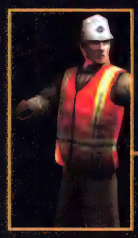


Take out a few guys like this, but when you see a smoking grenade get launched in your direction, pull back. Go back around the previous corner and wait for them to come to you. When no more show, rush around the corner to take out the security leader and anyone else with the M79 Grenade Launcher.

Two security guards shoot at you from behind. Turn around, enter a dive, and use your M11's to drop them. With the area clear, move up the next slope and exit the door on the right by pressing B at the green Action Icon. (10)

Construction Yard 2

ENEMIES



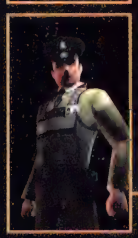
Worker
Strength: Medium
Weapons: .45 Automatic Pistol

Foreman
Strength: Low
Weapons: .45 Automatic Pistol

Supervisor
Strength: Low
Weapons: .45 Automatic Pistol

ENEMIES CONTINUED

Security
Strength: Low
Weapons: M11 Silenced Submachine Gun, AKM Assault Rifle, PSG 1 Sniper Rifle



Security Leader
Strength: Medium
Weapons: AKM Assault Rifle, M11 Silenced Submachine Gun, M202A1 Rocket Launcher, M79 Grenade Launcher, PSG 1 Sniper Rifle

WEAPONS

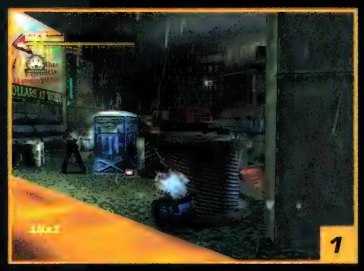
.45 Automatic Pistol
AKM Assault Rifle
M79 Grenade Launcher
M11 Silenced Submachine Gun
PSG 1 Sniper Rifle
M202A1 Rocket Launcher

ITEMS

Armor
Small Health Pack
Large Health Pack

ESCAPE THE CONSTRUCTION YARD 5

You start this area in clear sight of your enemies. Duck behind the giant spools of cable next to the outhouse to your right and wait for them to come running. (1) They can't stand for you to be alive. When they show their faces, put a few bullets in them. If they stop coming, move to the outhouse to finish the rest off. Target the security official on top of the crane as well. Use a goon as a shield for some extra protection.



When the area is clear, run to the base of the crane. More enemies rush from the trailers behind it, so get your pistols ready. (2) Crouch behind the left tread and wait for the guys to take cover behind the wheelbarrow to the left. When those four creeps are dead, head for the open trailer and grab the Large Health Pack inside.

ESCAPE THE CONSTRUCTION YARD 6

Exit the trailer and run around to the front of the crane. From here you can see a bridge connecting to the other side and the trailers beyond. When enemies pour out of the trailers, use your grenade launcher and take them out. (3)

Run across the bridge and shoot any survivors. Turn right and shoot the guy on the beam. (4) Go into the trailer to find some Armor and a sniper rifle. Exit the trailer and run down the slope next to the beams.

ESCAPE THE CONSTRUCTION YARD 7

Another helicopter flies in to deliver more bad guys for you to kill. Move into the corner of the two containers behind you. With the blue container to your right, face the roadway. Wait for those guys to run around the corner. (5) Pop them one by one until all of them are dead.

Don't rush into the road to get the ammo or a sniper will hit you. Instead, move from the blue trailer until you can see the ledge behind it. Stand up so you can see the top of the sniper's head on the left; his gunfire should barely be hitting the blue container. At first his head looks like a tiny white dot. (6) When you zoom in with the sniper rifle, you get a better shot at his head. Use the same method to take out the guy to his right.

Look around the corner of the blue container to see more snipers. Go back to the pink container and follow it to the lighting equipment at the end. Use the base of the light as cover, then snipe the guy across the way who is camped under the billboard sign. (7) Zoom in with your sniper rifle and pop him in the head.

TIP

The Large Health Pack in the trailer is regenerated now, so pick it up if you need it.

Look between the red container and the pillar behind the light to spot another sniper. Use the PSG 1 to zoom in and get that guy. When those guys are dead, move back to the slope in front of the blue container. Use the dirt next to the container as cover. Rise and snipe the fools on the opposite side. Work your way around the corner to the right and make sure everyone on the opposite side is dead.

ESCAPE THE CONSTRUCTION YARD 8

More enemies wait at the end of the pathway. (8) It is suicide to run down there—one of those guys has a grenade launcher. Go up the slope and ready your sniper rifle.

Stay on the road and use the dirt as cover. Enemies are gathering on the bridge you just crossed. Use your sniper rifle and your AKM to take those fools down. When no one else is near the bridge, head there. The grenade launching fool may get trigger happy and kill himself and his buddies. If not, lean over the edge and shoot everyone with your AKM.

When no more enemies are alive in the area, go down the slope and around the corner to the right. Grab the Large Health Pack and follow the pathway under the bridge.

ESCAPE THE CONSTRUCTION YARD 9

That helicopter is back and it brought a few more enemies. Keep to the cover of the left wall under the bridge. When a few security officials run around the corner from the left, pop them in the face.

After a round of helicopter gunfire, pop out and use your AKM to blast any fools in range. Don't expose yourself for too long, because the helicopter fire starts again. There's a guy on the ledge beyond with a rocket launcher. (9)

9

Continue to take out those fools, then retreat to cover. When only a few are left, wait for the round of gunfire from the helicopter to end, then rush up the slope beyond. Shoot the guys along the right ledge as you go. One of them will put a rocket in your back if you don't take care of him. Run left and go behind the car. (10) Move to the ledge on the other side of the vehicle and run along it until you can pick up the rocket launcher.

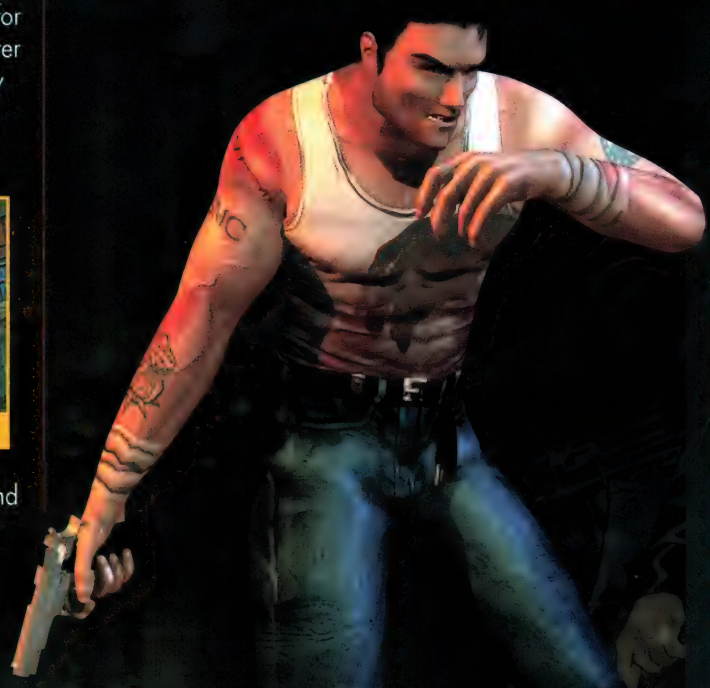
10

TIP

Before you fire your rockets at the helicopter, always get rid of the fools on the ground. If you don't, you might accidentally target them and waste a precious rocket.

After you have it, fall to the roadway, and go to the cover of the bridge. While the helicopter is in the air, it drops enemies. From your cover under the bridge, take them out and then target the helicopter with your rockets. You get only two rockets at a time so you have to run the same pattern to pick up the rocket launcher again. After four rockets the helicopter bursts into flames. With the helicopter gone, run to the door behind the car and access the green Action Icon and press B to leave the area. (11)

11



Chapter Eleven: Post Riot Syndrome

You follow Mayor Pinnacle from his downtown office to the Iron Point penitentiary. The prison has been in trouble and under federal investigation since your escape and the riots that followed. Pinnacle could have transferred the inmates elsewhere, but he still had them working his mines. Why the personal visit now?

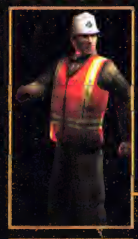
Central Hub

NOTE

This is the map to the main Central Hub. You'll use this area to travel between cellblocks and other rooms in the prison. Refer to this map for directions throughout the facility.

Shower Area

ENEMIES



Worker
Strength: *Low*
Weapons: *.45 Automatic Pistol, M92 Silenced Pistol*

Foreman
Strength: *Low*
Weapons: *.45 Automatic Pistol*

Supervisor
Strength: *Low*
Weapons: *.45 Automatic Pistol*

Security Leader
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun*

Security
Strength: *Low*
Weapons: *SPAS-12 Shotgun, M11 Silenced Submachine Gun, M629 .44 Magnum Revolver*

WEAPONS

.45 Automatic Pistol
SPAS-12 Shotgun
AKM Assault Rifle
M92 Silenced Pistol
M11 Silenced Submachine Gun
M629 .44 Magnum Revolver
MP5-A5 Submachine Gun

ITEMS

None

FIND MAYOR PINNACLE 1

From your starting location, look left to see the Armor at the bottom of the stairs. Turn to the door with the green Action Icon and enter the place where you and Tattoo first met: the showers!

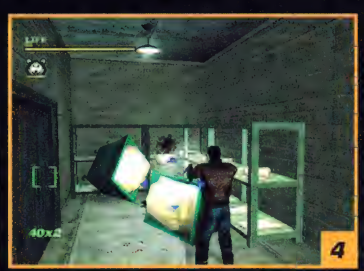
After you enter the showers, have Shadow attack the worker standing in front of you. (1) Ease around the corner and drop any fool standing on that side of the showers. When you can't see anyone else, crouch and creep to the center stalls. (2) Stay there and pop anyone foolish enough to rush you. Keep up this technique when more guys rush in from the back left.

1

2

When the immediate area is clear and the rest of the bad guys are hanging back behind the shower stalls across the way, go to them. (3) Run from your hiding spot and open fire. Proceed to the exit in the back left. (4) Be careful because a security leader is hiding in the corner. Unload your M11's into his face, then press B at the door to leave.

3



4

Northwest Corridor

ENEMIES

Worker

Strength: *Low*
Weapons: *.45 Automatic Pistol*

Foreman

Strength: *Low*
Weapons: *.45 Automatic Pistol*

Supervisor

Strength: *Low*
Weapons: *.45 Automatic Pistol*

Security

Strength: *Low*
Weapons: *AKM Assault Rifle, SPAS-12 Shotgun*

WEAPONS

.45 Automatic Pistol
SPAS-12 Shotgun
AKM Assault Rifle

ITEMS

Small Health Pack

FIND MAYOR PINNACLE 2

After you exit the showers, you end up on the other side of the Central Hub. Run through the open gate in front of you and follow the path to the intersection. Turn right and enter the northwest corridor so you can head to Cellblock B. You'll see Pinnacle giving orders but you can't get to him yet. Continue to Cellblock B.

Get into Wall Mode at the corner to your left. Target the guy in front of you with your M11's, then use Shadow to bite the guy behind him. (1) More fools come from the right. Crouch and drop them when they come around the corner.

With those guys gone, run down the stairs and head right. Stop when the path turns left because a foreman waits down the way. Enter Wall Mode and use your AKM to drop him. (2) Run around that corner and through the broken gate, but stop when you get to the edge. A few bad guys are waiting at the end of this long walkway. Peek around the corner and have Shadow attack anyone who gets too close. (3) Cap the goon who is the farthest away at end of the pathway.

1

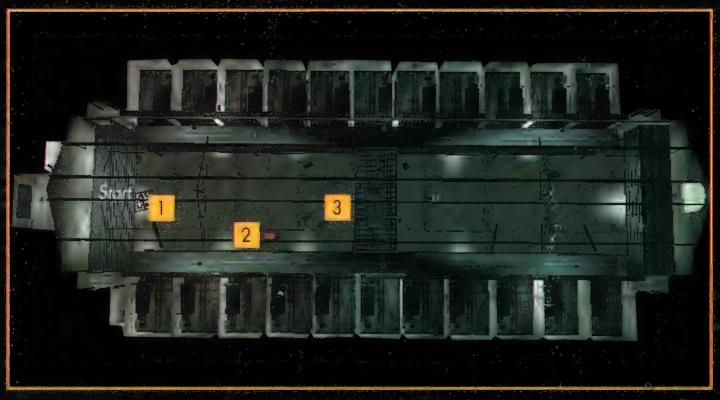
2

3

4

When everyone is dead, pick up their weapons and follow the corridor to the right. Follow the path through the broken gate and press B at the door to enter Cellblock B. (4)

Cellblock B



ENEMIES

Worker
Strength: *Low*
Weapons: *.45 Automatic Pistol*

Foreman
Strength: *Low*
Weapons: *.45 Automatic Pistol*

Security Leader
Strength: *Medium*
Weapons: *M60 Machine Gun*

Security
Strength: *Low*
Weapons: *.50 Automatic Pistol, SPAS-12 Shotgun*

WEAPONS

.45 Automatic Pistol
.50 Automatic Pistol
M60 Machine Gun
SPAS-12 Shotgun

ITEMS

Secondary Fuse

FIND MAYOR PINNACLE 3

The two goons are discussing fuses in front of you. Run forward and use your M11's to cap them in the back of their heads. (1) Continue forward and use your pistols to drop the security official ahead behind the overturned cart. (2) The foreman to the right wants a piece of you. Send him a few bullets.

1

2

Crouch forward to the fallen walkway in the room's center. A security leader has an M60 behind it. Rise up and blast him through the opening in the center with your AKM. (3) If a security official hasn't moved around the fallen debris, go around and kill him. When everyone is dead, pick up the Fuse the foreman dropped and head out the door in which you came.

3

Northwest Corridor

FIND MAYOR PINNACLE 4

After you leave Cellblock B, go through the northwest corridor. The bad news is that the enemies have returned, but the good news is that they are in the same locations.

From in front of the metal gate, crouch and use Shadow to take out the supervisor past the right doorway. This brings a prompt response from other goons in the room beyond. Smoke them with your M60 or AKM.

With those three guys dead, move through the doorway from which they came. Turn around the corner to the left and there's a long corridor with a foreman at the end. Ready your pistols, then charge. When you get in range, dive and shoot to take him out.

Pick up his weapon, then follow the path as it turns right. Stop and crouch when you get to the broken gate. A security official pops around the corner in front of you with a shotgun. Take him down first. Keep an eye on the room to your right and shoot the guy moving around in there.

When he's dead, concentrate on the corner. When a couple more goons show up, blast them. That's the last of them. Follow the corridor until you hit the door with the green Action Icon. Press B at the door to enter the Central Hub.

Southwest Corridor

ENEMIES

Worker
Strength: Low
Weapons: .45 Automatic Pistol

Foreman
Strength: Low
Weapons: .45 Automatic Pistol

Supervisor
Strength: Low
Weapons: M92 Silenced Pistol

Security
Strength: Low
Weapons: *SPAS-12 Shotgun, AKM Assault Rifle, M11 Silenced Submachine Gun, .50 Automatic Pistol*

WEAPONS

.45 Automatic Pistol
.50 Automatic Pistol
SPAS-12 Shotgun
AKM Assault Rifle
M92 Silenced Pistol
M11 Silenced Submachine Gun

ITEMS

Armor
Small Health Pack

FIND MAYOR PINNACLE 5

When you enter the Central Hub, head down the right pathway. The entrance to the southwest corridor and Cellblock A is not far ahead. Press B at the green Action Icon on the door to enter.

When you enter the southwest corridor, go down the stairs to the right and stop at the corner. Enter Wall Mode (B), then pop around the corner and have Shadow attack the security official in the doorway. (1) When he drops, ease around the corner and enter Wall Mode to the side of the door. Get your MP5-A5 or AKM ready, then target the guy in the room beyond. Fire your gun to kill the other two guys.

With the entryway clear, enter the room, go upstairs, and enter Wall Mode against the right wall.

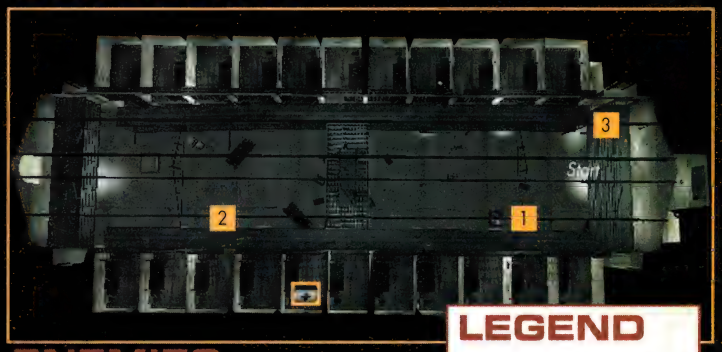
With AKM in hand, target and kill the two fools in the room. (2) After they're dead, collect any weapons and the Armor.

FIND MAYOR PINNACLE 6

Exit this side room and make a left down the main corridor. Follow the corridor as it bends to the right and past the broken metal gate, and stop at the corner where it again bends to the right. (3) A few bad guys wait at the end of the long hallway around the corner. Use Shadow to kill the closest one. Run down the hall, enter a slow-motion dive, and fire your AKM.

Collect the weapons from the bad guys' bodies and follow the corridor around to the left. Run over the fallen doors to the entrance to Cellblock A. Press B at the green Action Icon to get in. (4)

Cellblock A



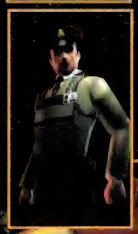
LEGEND
Large Health Pack

ENEMIES

Worker
Strength: Low
Weapons: M92 Silenced Pistol

Supervisor
Strength: Low
Weapons: .45 Automatic Pistol

Security
Strength: Low
Weapons: SPAS-12 Shotgun, M11 Silenced Sub-machine Gun



Security Leader
Strength: Medium
Weapons: M4 Carbine Assault Rifle, PSG 1 Sniper Rifle, M79 Grenade Launcher

WEAPONS

.45 Automatic Pistol
PSG 1 Sniper Rifle
SPAS-12 Shotgun
M92 Silenced Pistol
M4 Carbine Assault Rifle
M11 Silenced Submachine Gun

ITEMS

East Section Key
Large Health Pack

FIND MAYOR PINNACLE 7

Get Shadow ready for action. Run forward and to the left to duck behind some garbage cans. (1) Release Shadow on the closest available victim. Stay in a crouch until more fools run in.

CAUTION

If you hear "That's the guy" while you're hiding behind the garbage can, quickly move. New security leaders have entered the room behind you, and they will fire a grenade at you.

When the rest of the fools stay at the other end of the cellblock, leave your cover. Run along the left side of the room, and when you get into range, enter a slow-motion dive. Use your pistols to drop each enemy one by one. When you kill everyone on the floor, collect the East Section Key the security leader drops in the back section of the cellblock. (2)

Run to the entrance, but keep your eye to the upper levels. Two security leaders wait to greet you there. (3) Use a powerful gun such as the AKM or M4 to take out the guy on the left first because he has a dangerous grenade launcher.

When he's dead, aim to the right and take out the other fool who has a sniper rifle. When they're dead, run to the entrance and press B at the door to leave.

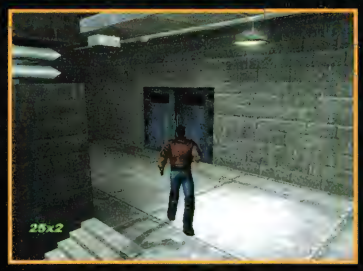
Southwest Corridor

FIND MAYOR PINNACLE 7

Head through the southwest corridor and toward the Central Hub. Stand in front of the gate ahead. Target the security official in the room beyond to the left and let him have it with your pistols. When two other goons rush in, put them down as well.

Run into the room to the left, then follow the corridor as it turns right. Follow the long hall up the stairs and around the corner to the left. Go through the metal gate and round the corner to the left.

Follow the corridor straight and up the stairs to the right at the end. Press B at the door to return to the Central Hub. If you didn't get the Armor before from the side room, now's a good time to grab it. (1) Be careful leaving the room because security forces move in to stop you as soon as you try to leave. Take down the three near the door with your pistols, then make a break for the door. Don't worry about other enemies that enter the area, just go for it.



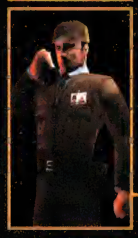
Northeast Corridor

ENEMIES

Worker
Strength: *Low*
Weapons: *.45 Automatic Pistol*

Foreman
Strength: *Low*
Weapons: *.45 Automatic Pistol*

Supervisor
Strength: *Low*
Weapons: *.45 Automatic Pistol*



Security
Strength: *Low*
Weapons: *AKM Assault Rifle, SPAS-12 Shotgun*

WEAPONS

.45 Automatic Pistol
SPAS-12 Shotgun
AKM Assault Rifle

ITEMS

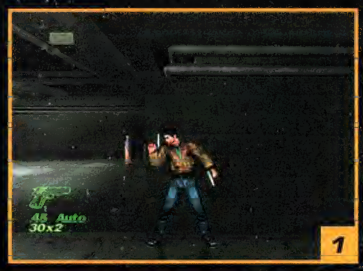
Armor
Small Health Pack

FIND MAYOR PINNACLE 8

When you get to the Central Hub, run down the hallway and make a right at the corner. Press B at the green Action Icon on the gate to open it, then press it again at the green Action Icon on the doors to Cellblock C to enter.

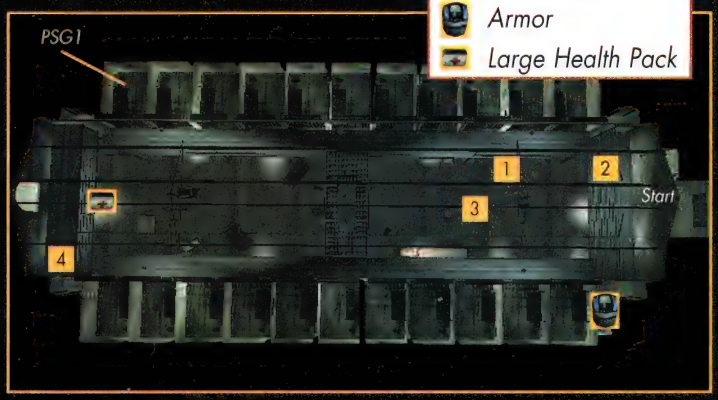
Enter Wall Mode on the wall to your right and creep to the corner. Pop around the corner and drop the guy you see with your pistols. (1) Don't relax because more fools rush the stairs from the other corner. Drop the next three the same way one after the other.

Move down the stairs and into the room beyond. After you get there, you see a worker in the room down the hall. (2) Take the safety off your AKM and kill him. Collect the fallen weapons, and get the Armor from the room containing the dead worker if you need it now. Continue down the corridor.



Follow the corridor as it bends to the right, through the broken gate, then right again. As you turn the second right, get Shadow ready. Target the security official close by and take him out. (3) Rush down the hall and dispose of the supervisor there with your AKM or M4. After he drops, crouch and wait. After a few seconds, a foolish foreman comes around the corner. Blast a hole in his head, then grab his weapon. Follow the hall as it curves to the left, then go right through another broken gate. Press B at the door to enter the next cellblock. (4)

Cellblock C



ENEMIES

Foreman
Strength: *Low*
Weapons: *M92 Silenced Pistol*

Supervisor
Strength: *Low*
Weapons: *.45 Automatic Pistol*

Security
Strength: *Low*
Weapons: *.50 Automatic Pistol, M11 Silenced Submachine Gun, AKM Assault Rifle, Sniper Rifle*

Security Leader
Strength: *Medium*
Weapons: *AKM Assault Rifle, M210 Double Barrel Shotgun, M629 .44 Magnum Revolver*

WEAPONS

.45 Automatic Pistol
.50 Automatic Pistol
M11 Silenced Submachine Gun
M92 Silenced Pistol
AKM Assault Rifle

ITEMS

Armor
Large Health Pack
Main Guard Station Key

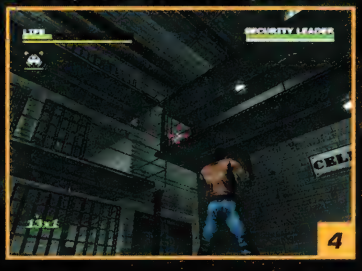
FIND MAYOR PINNACLE 9

After you start in Cellblock C, make a run for the garbage cans ahead to the right and get your shotgun ready for action. As you're crouching there, a swarm of security officials runs up to shoot you. (1) Deliver a load of buckshot to each security official. Don't blast the security leader. Concentrate on killing the security officials first. When no more are near you, use Shadow to take down the security leader.

Stay in that spot and take out the rest of the enemies in the room. Save the second security leader for last. After he dies, he drops the Main Guard Station Key, and reinforcements enter the cellblock. Stand and take out the two fools in the walkways above and behind you. (2)

Clear off the side walkways of the cellblock. Walk to the center of the room. From here you can take out anyone on that side. (3) When the first half of the cellblock is clear, slowly move forward.

A few security fools rush from some cells down the way. Take them down with one of your rifles. Work your way down the cellblock killing everyone until you finally take out the sniper in the walkways above at the end of the room. (4) Collect any weapons, Armor, or health you need, and the Key, then go to the door by which you entered. Press B at the green Action Icon to leave.



Northeast Corridor

FIND MAYOR PINNACLE 10

When you enter the northeast corridor, you're under attack. Use your .45s to take down all three goons who show their faces in the doorway to the left.

After you drop them, run through the doorway and to the right. Go down the hall, up the stairs, and around to the left. Stop before you get to the busted gate. Crouch and get a good view of the opening in the gate. Use your AKM to drop the fools who rush around the next corner. When they're dead, ease toward the gate and shoot the guy in the room to your left.

When your enemies are dead, run through the gate and around the corner to the left. Run down the hallway until you can make a right and go up the stairs to the exit. Press B at the door to leave.

Central Hub

FIND MAYOR PINNACLE 10

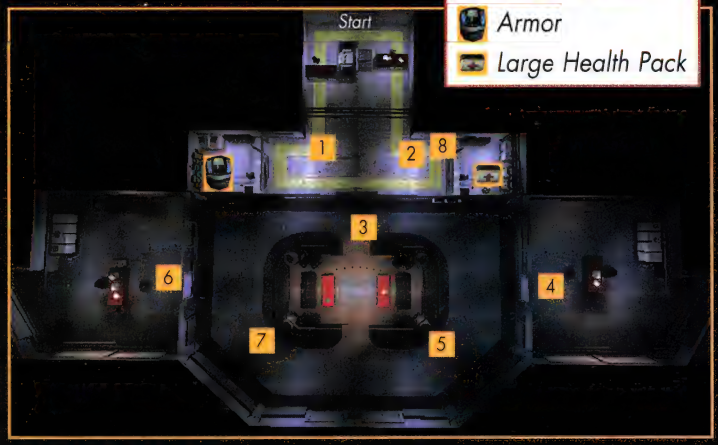
When you get to the Central Hub, turn right and head through the metal gate, then look in the room to the left. A few dumb goons expect you to enter from the door on the other side. Use your pistols and shoot the one to the far left.

Move to the wall to the right of the window and aim your weapons at the opening in the gate. When two creeps show up there, blast them. When the hall is clear, it's time to finish clearing that room. Use your pistols and AKM to kill everyone.

When you can't target anything else, follow the corridor to Cellblock C and around to the right. Head past Cellblock D and make another right. At the end of the corridor, there's a gate to the left and doors to the right. Open the doors to the room you shot up earlier and kill anyone still alive in there. Grab the Primary Fuse and any ammo you need.

Run out of the room across the hall and through the metal gate. Use the fuse B at the green Action Icon on the left wall. Enter the lobby through the doors in that room.

Front Lobby



LEGEND

- Armor
- Large Health Pack

ENEMIES

Security

Strength: *Low*

Weapons: *M11 Silenced Submachine Gun, AKM Assault Rifle, SPAS-12 Shotgun, .50 Automatic Pistol, M629 .44 Magnum Revolver*

Security Leader

Strength: *Medium*

Weapons: *MARK 3-A2 Automatic Shotgun, M60 Machine Gun, M4 Carbine Assault Rifle*

WEAPONS

SPAS-12 Shotgun
MARK 3-A2 Automatic Shotgun
.50 Automatic Pistol
M11 Silenced Submachine Gun
M629 .44 Magnum Revolver
AKM Assault Rifle
M60 Machine Gun
M4 Carbine Assault Rifle

ITEMS

Armor
Large Health Pack
East Office Key

FIND MAYOR PINNACLE 11

You overhear security guards saying that Pinnacle is in the Gas Chamber. Have Shadow rip out the throat of the first one and use your AKM on the second.

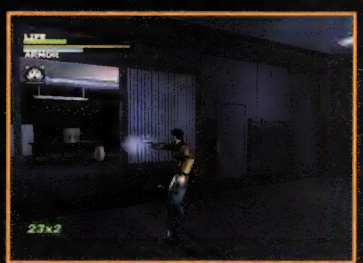
Move through the metal detector and two more security guards enter the area from the side rooms. Run down the stairs to the right and enter a slow-motion dive. (1) Blast the guard with your M11's. When he falls dead, turn around and take out the other guard the same way. (2)

When you clear the area, pick up any health or Armor you need and head for the door between the two side rooms.

FIND MAYOR PINNACLE 12

Get your AKM ready, then run through the door and enter a slow-motion dive. A few security guards are in front of you. (3) Unload your clip and drop them one by one. After your dive, crouch and scan the room. A couple more goons might still be in the area. Look for them and kill them with your pistols.

Pick up any weapons and the East Office Key to get into the office on the side. When you get there, shoot out the window. You have to fire through it later anyway.



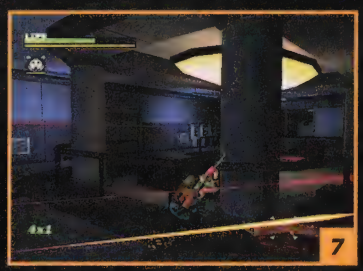
Enter the office and run to the computer on the desk in the center of the room. Press B at the green Action Icon to unlock the office door on the other side of the room. This lets more enemies into the area across the way. Crouch in front of the window next to the blinds and get ready with Shadow. (4) When the enemies come over to your end, release your dog. Stay in that location to kill the enemies.

When they stop coming, run out the door and duck behind the first pillar to the left. From the safety of your cover, cap any fools on the other side of the room. (5)

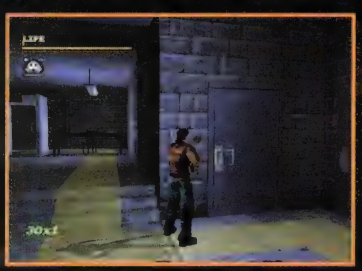
FIND MAYOR PINNACLE 13

When the area is enemy-free, go into the other office. Access the computer on the desk, by pressing B, to open the door to the Gas Chamber. More enemies enter the room outside the office. Duck behind the window with the curtain in front of you. Shoot anyone who runs in close. (6) Use a long-range weapon such as the M629 .44 Magnum Revolver to clear the rest of the room.

More guys are in the other office, but you can get to them later. First run out into the big room and crouch next to the pillar to the right. Turn around and drop the three fools who come out the doorway you left. (7) After they're dead, run across the room and enter the far office with a slow-motion dive. Unload your M11's on the fools waiting in there.



With the immediate area free of scum, you can go to the Gas Chamber. (8) Run through the doors you first used to enter this area and make one more dive. Unload your AKM on the group of guys gathered there. When they fall dead, enter the Gas Chamber by pressing B at the door.



Gas Chamber

Rafshoon Diggs

Items: *Gas Mask*

DEFEAT RAFSHOON DIGGS

Block until Diggs tries to throw you, then use your Throw Breaker. Use punch combos to get things off to a nice start. After a few hits, Diggs decides to add a new element to the fight: poisonous gas!

Diggs puts on a gas mask and rejoins the fight. The only way to survive this fight is to get that gas mask away from him. All you have to do is knock it off his face. Continue your same fighting moves as before: punches, kicks, blocks, and Throw Breakers.

When you connect with a hit, the gas mask goes flying. Knock Diggs to the ground and pick up the gas mask to breathe easy again. The longer you fight without the mask, the less oxygen you have and the more blurry your vision becomes. When your oxygen level reaches zero, you start to take damage from the deadly gas. Go for the mask; with the gas mask on, you regain your oxygen level.

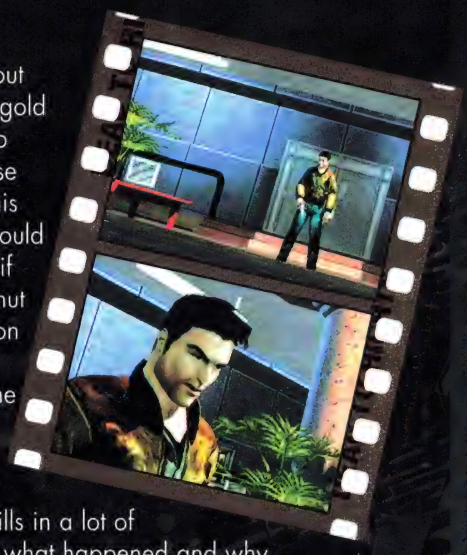
When you get the mask on, run backward to stay away from Diggs. As he rushes in for the attack, throw a punch combo at him to knock him down. Work Diggs until he crumples to the ground.

After the fight, you emerge in the front lobby. Walk to the door to your left to continue after Pinnacle.

You found Pinnacle. He says he didn't kill your father nor did he order his death. He was involved in a lot of corrupt activities but not murder.

There was another force at work, and someone who you know: Hennessey. Hennessey was the first on the scene of your father's murder, which is a little off his beat.

Pinnacle breaks it down for you. Hennessey is not on the up and up. He is corrupt and uses his power to blackmail, frame, extort, and murder. He has Pinnacle under his thumb.



Your dad found out about Pinnacle's gold and was going to expose it. Because Hennessey had his hands in it, he would have lost money if the mayor was shut down. The solution was to kill your father and end the problem. Then you showed up.

Pinnacle's story fills in a lot of the blanks about what happened and why. As much as you don't want to, you'll have to work together.

Chapter Twelve: The Stash

Pinnacle's plan was simple: Call Hennessey and inform him that you were chasing him around the prison. Hennessey would jump at the chance to put you down. You can get those files Pinnacle needs if Hennessey doesn't show up to stop you.

Police Station Garage

ENEMIES

GAC Unit
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun, M60 Machine Gun, .45 Automatic Pistol*

LEGEND

- *Armor*
- *Canister*
- *Large Health Pack*

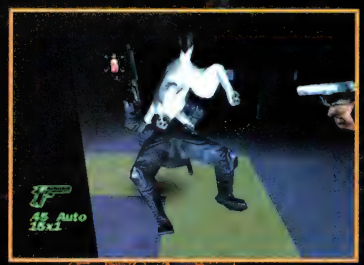
WEAPONS

.45 Automatic Pistol
L96A1 Sniper Rifle
M60 Machine Gun
MP5-A5 Submachine Gun

ITEMS

Armor
Large Health Pack
Canister
Dispatch Cage Key
Supervisor Pass Card

PREVENT GAC FROM CALLING HENNESSEY 1

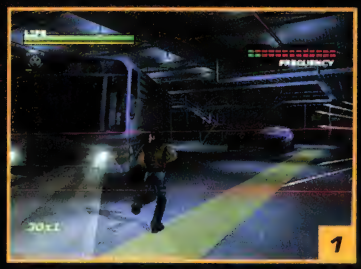


Stop the GAC unit from calling Hennessey. Deal with the GAC unit coming around the corner in front of you. Let Shadow take him down and get his gun.

CAUTION

As time goes on, the GAC unit gets a better frequency while trying to contact Hennessey. If left alone too long, he'll get through and you'll fail your objective.

Get the guy trying to contact Hennessey. Run around the green container in front of you and head for the cover of the big truck on the room's opposite side. If anyone gets close to you, put him down with your MP5-A5. (1) Run to the back of the room and toward the stairs. (2)



Follow the stairs up and to the left. Continue left on the upper walkway until you see a room to the left with a GAC unit inside. He's the one trying to contact Hennessey. Shoot out the window, then shoot him with your MP5-A5 and your pistol. (3) After he's dead, no one will use that radio.

PREVENT GAC FROM CALLING HENNESSEY 2

Get rid of the other scum. Go downstairs and head left around the truck you passed. (1) As you round the front of the truck, run for the center of the room and use Shadow to attack one of the GACs. When he brings back the GAC's gun, dispose of the other fool nearby.

This brings more GAC units who enter on the same side as the stairs. To get good distance from them, run behind the green and red containers where you started. From here you can protect your back and safely take out a few fools who get too close. Watch for guys coming around the side closest to the wall, but also watch for guys who try to sneak up the other side of the room. (4)

When everyone else hangs back, take the party to them. Run around the green container and head for the truck, shooting anyone who gets in range. Make a left at the back of the truck and head for the cop car in the center of the room. Kill anyone who gets close. (5) Use that car as cover and take down the GAC units one by one. When the last one dies, pick up the Dispatch Cage Key.

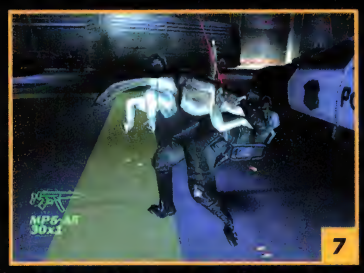
TIP

Don't let the enemy swarm you, keep your ammo full, and always find cover. If you're pinned down and low on ammo, Shadow can both take down an enemy and get you a weapon.

PREVENT GAC FROM CALLING HENNESSEY 3

With key in hand, run up the stairs to the booth where you killed that fool trying to radio Hennessey. (3) Grab any health, Armor, or ammo if you need it. After you go up the stairs and get to the booth, press B at the green Action Icon on the door. Go inside and try the radio with the red Action Icon. (6) You need the Supervisor Pass Card to shut it down.

After you try the radio, more goons enter the building. These guys will try to get help by using the radios in the squad cars—take them down before they do. Run out of the radio room and have Shadow take down the guy below you. (7) Continue down the stairs and onto the floor below. Charge the guys there and use your slow-motion dive to take them down one at a time. Pick up the MP5-A5 ammo from each dead guy's body.



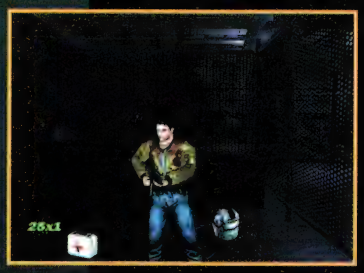
When that group of scum is dead, one more group comes out from the front of the truck to stop you. Run for the cop car closest to the radio booth and crouch near the trunk. When the first guy charges you, blast him. (8) Run around the left side of the car toward the truck and have Shadow tear into the GAC unit standing near the lights.

The last guy is shooting you from your right. Head right and enter a dive Y when you get close. Unload your MP5-A5 into his gut to drop him. Get the M60 and Supervisor Pass Card from his dead body. Grab any health or Armor you need and go up the stairs to the radio booth.

PREVENT GAC FROM CALLING HENNESSEY 4

When you enter the booth, run right and press B at the green Action Icon on the radio. (6) This unlocks the door out, but it also lets more fools in. Exit the room and aim your weapon to the left. Take out the GAC unit at the other end of the walkway. (9)

Exit this place in a hurry. Don't worry about killing everybody because more show up. Get to the exit in one piece. Follow the walkway to the stairs and head down. When you reach the bottom floor, you're greeted with more GAC units and gunfire. Take out any who are in range and causing you harm. Grab any supplies you need under the stairs. When you have everything, make a quick run to the exit door. (10) Press B at the green Action Icon to leave.



Police Station Corridor

LEGEND
- Armor
- Large Health Pack

ENEMIES

GAC Unit
Strength: *Medium*
Weapons: *MARK 3-A2 Automatic Shotgun, MP5-A5 Submachine Gun, M4 Carbine Assault Rifle*

WEAPONS

MARK 3-A2 Automatic Shotgun
MP5-A5 Submachine Gun
M4 Carbine Assault Rifle

ITEMS

Armor
Large Health Pack
Maintenance Room Key

GET TO THE EVIDENCE LOCKER 1

You start in the entryway to corridors. Ready Shadow, then burst through the doors and down the hallway in front. When two GAC units appear at the end of the hall, enter a slow-motion dive, and unload your MP5-A5 into each one. (1) When they're dead, turn around and head left down the hallway you passed. At the next intersection, just past the vending machines, turn right and stand before a set of doors. (2)

Ready your M60, then charge through the door. Go into a slow-motion dive Y and use that machine gun to smoke the three GAC units in the back of the room. (3) When all three are dead, collect any weapon, health, or Armor you need. Don't grab the Maintenance Room Key until you're ready to move on.

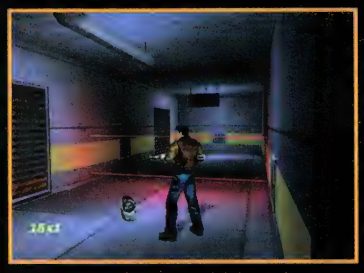
GET TO THE EVIDENCE LOCKER 2

When you're set to go, grab the key and charge for the door. As soon as you get the key, more GAC units enter the room. Take them out if they get in your way; otherwise run for it. If you stay in the room to fight them they'll keep coming.

Once out of the room, run left down the hall. At the next intersection, make a right to where you killed those first two goons. Make another right the first chance you get and have Shadow ready to attack if anyone shows up down the hall. Halfway down the hall make a right into the maintenance room and press B at the green Action Icon. That will cut the power to the locks on the basement doors, allowing Jack to get to the evidence lockers downstairs.

Grab Armor and health as you leave the room, then make a right down the hall. At the corner make another right and shoot any GAC units in the doorway at the end. (4) After everybody is dead, keep running, and at the next intersection go left. Follow the corridor as it bends left and run for the double doors at the end. (5) Press B to open the doors and head through. Go to the railing on the left and fire your MP5-A5 at the GAC unit below. (6) When he's dead, follow the stairs down to the bottom.

Move through the set of double doors and use your MARK 3-A2 Automatic Shotgun to shoot the fools beyond. After the way is clear, run right and press B on the next door to leave.



Stop before you enter the hallway to the right and get your MARK 3-A2 ready for action. Turn the corner and enter a slow-motion dive. Fill those two guys with buckshot then get ready for more action. (1) At the end of the hall is a doorway leading right. Run for it and blast the two guys charging you. (2)

After you get through the doorway, take the next one on your right. Another GAC unit storms in from the right. Put him down with Shadow.

Police Station Evidence

LEGEND
- Armor
- Large Health Pack

ENEMIES

GAC Unit
Strength: *Medium*
Weapons: *MARK 3-A2 Automatic Shotgun, MP5-A5 Submachine Gun, M4 Carbine Assault Rifle*

WEAPONS
MARK 3-A2 Automatic Shotgun
MP5-A5 Submachine Gun
M4 Carbine Assault Rifle

ITEMS
Armor
Large Health Pack

GET TO THE EVIDENCE LOCKER 3

Get those files you need to take down Hennessey. To start, walk down the hallway on your left because red laser beams block the right side. These beams indicate it's not the correct way to go and they'll harm you if you touch them.

GET TO THE EVIDENCE LOCKER 4

When you get to the next hallway, go left. After you cross through the doorway at the end of the hall, make another left. As you approach the end, more GAC units appear from the left door. Use Shadow and your M4 to kill them all. (3) After they're all dead, go through the doorway they came out.

Stop and crouch in front of the next door on the right. Get your M4 ready. From here you can see across a few hallways. When more fools try to run at you from the end, put them out of their misery. (4) Follow the path to the doorway out of which they came. One more fool stands between you and those files you need. (5) Turn the corner to the left and release Shadow to rip his throat out. With the area clear, press B on the green Action Icon to get through the door.

Hennessey kept his treasure hidden as police evidence. It's a good sign that civilization is crumbling when no one is policing the police.

Those clown masks look familiar. Those clowns were GAC units in disguise. Hennessey has been trying to kill you ever since you escaped the electric chair.

All the evidence you need to take Hennessey down is there in the files, along with other important information. You don't have much time. It won't be long until Hennessey realizes you aren't in the prison.

You can't let Pinnacle off with a clean slate. A call to Gloria Exner sounds like the right thing to do.

GET TO THE EVIDENCE LOCKER 5

You need to get that evidence out of there and GAC units are closing in. Backtrack through the halls the same way you came in. Run for the doorway on your left, then the one on the right. Stay there because a couple of GAC units appear a few doorways down.

Grab a Health Pack or Armor, then follow the fresh trail of blood to another hallway. When you get there, go left until you hit the end, then make a right. You don't get far down this new hall before GAC units appear in the doorway on the right. Use your slow-motion dive and your M4 or MARK 3-A2 to kill them all.

Turn down that doorway the GAC units came from and pop anyone who tries to stop you.

Make a right through the next doorway, then a left until the hallway ends. Get your M4 ready and take out the fool who rushes in from the left. When he's dead, go to the end of the hall behind him. When you enter the new hall, make a left and find a door with a green Action Icon on your right. Press B to leave.

There's Gloria at the meeting point in the cemetery. She was worried about you.

Maybe not too worried. You hand her the files with the dirt on Pinnacle that could take him down.

She pulls a gun on you. What's she doing? Pinnacle says he'll kill her if she doesn't go along with him. It's hard to know who to trust.

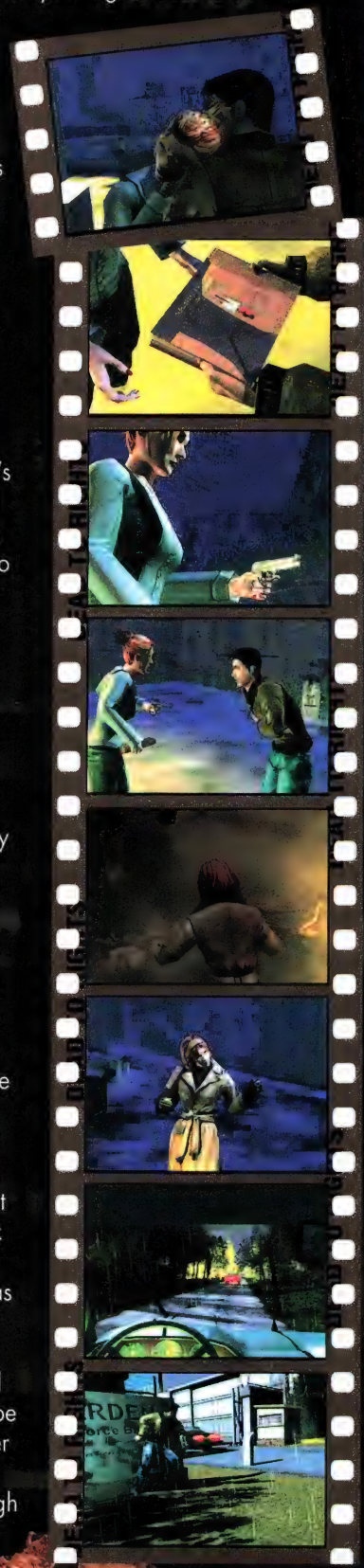
A gun goes off. It wasn't Gloria's. Hildy shot Exner.

Hildy is working for Fahook now. She takes the files and threatens to shoot you if you try to stop her.

Hildy is not the same girl you once admired from afar...covered in baby oil and grinding on a pole. You don't know what Fahook did to her, but she's definitely not the same girl.

Following her is a good idea. She must be meeting Fahook at Warden Airforce Base. Fahook will be flying out of the area. Hildy didn't know what she was in for.

Despite who she's become and what she did to you, it would be wrong to forget about her. After she slides her key card to get through the gate, slip on through yourself.



Chapter Thirteen: Greed

Hildy made it through the gates and is on her way to find Fahook. From the sound of things the guards were once fond of her work. That makes all of you. But there's no time to think about it now; you've got to find Hildy and make sure she doesn't get herself into trouble.

Outside Hanger

ENEMIES

Mercenary
Strength: *Low*
Weapons: *.50 Automatic Pistol, AKM Assault Rifle, M11 Silenced Submachine Gun, .45 Automatic Pistol*

Assassins
Strength: *Low*
Weapons: *MP5-A5 Submachine Gun*

WEAPONS

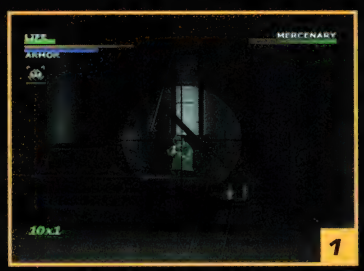
.50 Automatic Pistol
.45 Automatic Pistol
AKM Assault Rifle
PSG 1 Sniper Rifle
MP5-A5 Submachine Gun
M92 Silenced Pistols
M11 Silenced Submachine Gun

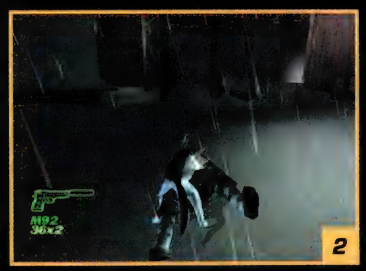
ITEMS

Armor
Large Health Pack

GAIN ACCESS TO THE HANGAR 1

You need to get inside that hangar. First you need to clear the area. Use your sniper rifle to pop the two mercenaries standing in front of the parked car across the way. (1) Follow the fence on the right and go around the truck. Have Shadow kill any fools who might charge you. (2)





Run for the front of the car ahead of you and get the weapons from those two guys you dropped. (1) Use the car for cover and shoot the two mercenaries hiding behind the red container ahead. (3) When they fall, move up to the container and ready your pistols. Two more mercenaries charge in for you to kill.

When they're dead, run around the rails to the right and shoot the two guys in the walkway beyond. (4) Those guys were guarding a voice activation lock. Press B at the red Action Icon and you realize that you need to grab an assassin and drag him over there to get past the gate.

GAIN ACCESS TO THE HANGAR 2

When the helicopter flies in and starts to fire, run right. Go between the red container and the wall. Shoot any mercenaries who get in your way with your AKM, and stop at the corner. (5) Stay at the corner and shoot every mercenary who gets in range because you're after an assassin.

When an assassin (in a bright yellow raincoat) gets close, grab him as a Human Shield and shoot anyone who tries to stop you.

TIP

If the assassin you're holding dies, you'll have to find another one. To avoid hurting your hostage, let enemy fire hit you by keeping your back to the goons. You can always get more health and Armor. Turn and fire only if an opposing enemy gets too close and you're in danger of losing your life.

Walk the assassin to the locked gate where he will automatically enter the code. (4) When he's done, shoot him in the head and press B at the green Action Icon. Run to the side of the red container for cover. (5) Move around the container and use your AKM to drop anyone who tries to stop you. Keep the wall to your right and follow it until you get to the gate with the green Action Icon. (6) Use your AKM and MP5-A5 to clear the immediate area of bad guys. When there aren't too many enemies left, charge the gate and press B. Run out the gate as it opens, and move to the next area.

TIP

As you run for the gate, the enemies try to riddle you with bullets. Don't waste your time trying to kill all of them—they just keep coming. Get to the gate.

Cliff Part 1

ENEMIES

Mercenary
Strength: *Low*
Weapons: *AKM Assault Rifle, .50 Automatic Pistol*

Assassins
Strength: *Low*
Weapons: *AKM Assault Rifle, MP5-A5 Submachine Gun*

WEAPONS

.50 Automatic Pistol
AKM Assault Rifle
MP5-A5 Submachine Gun

ITEMS

Armor

FIND HILDY 1

Start at the top of a wooden stairs leading down. A mercenary with his back to you is in front of you. Take him for a Human Shield. (1) Ease your way down the stairs and get your AKM ready. Look over the right rail and shoot the guy waiting below.

Continue down the stairs until you see mercenaries charging down the stairs above you. Use your MP5-A5 to put down four of them before moving. (2) Two more race to get you. Stop when the stairs bends left, and turn to kill those two as well. (3)

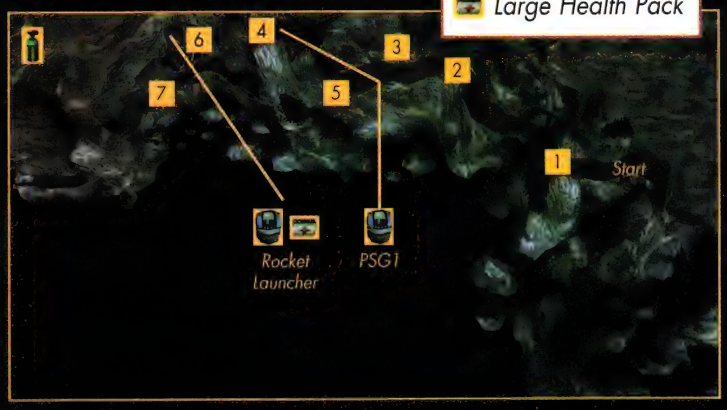
NOTE

Enemies continue to pour down the stairs so don't dilly-dally. Your main goal is to get down and to the next area.

More enemies wait at the bottom of the stairs. Start shooting with your AKM as you get close. When you go down the final steps, enter a slow-motion dive and unload your MP5-A5 into everybody standing there. (4) Run down the path and get behind the large rock on the left side. Use the rock for cover as you kill the remaining mercenaries and assassins down the way. When the coast is clear, run down the path to the next area.

Cliff Part 2

LEGEND
- Armor
- Canister
- Large Health Pack



ENEMIES

Mercenary
Strength: Low
Weapons: AKM Assault Rifle, SPAS-12 Shotgun, .50 Automatic Pistol

Assassins
Strength: Low
Weapons: MP5-A5 Submachine Gun, AKM Assault Rifle

WEAPONS

SPAS-12 Shotgun
.50 Automatic Pistol
AKM Assault Rifle
MP5-A5 Submachine Gun
PSG 1 Sniper Rifle
M202A1 Rocket Launcher

ITEMS

Armor
Small Health Pack
Large Health Pack
Canister

FIND HILDY 2

Continue down the path and duck behind the second boulder on the left. Use Shadow to attack the assassin hiding in the rocks to the right. When he's dead, pop up and use your AKM to shoot the mercenary down the path. (1)

Run down the path and kill anybody who comes at you. Crouch behind the next boulder. Use this cover to take out the enemies who charge from the pathways beyond. (2) A lot of fools come rushing, so make sure you have lots of ammo and use your cover wisely. Try to kill them before they get close to you, otherwise they'll try to swarm you.

When no more goons rush in for the attack, leave your cover. Run up the pathway to the right and get behind the large rock. From here, take out any fools down the path. (3) Use your MP5-A5 for close enemies and your sniper rifle for the mercenary hiding at the end of the path. (4) Run to his body to grab the Armor and the PSG 1 Sniper Rifle. Pop the three assassins you see, then head back to the main path.

FIND HILDY 3

When you get to the main path, go right down the dirt trail until you get to the tunnel. Make your way inside until you see a mercenary down the way. Choose your sniper rifle and pop him. (5) When the tower is clear, move on.

Run down the path and you'll see a ramp on the right side leading up. Follow the ramp and rail up to the tower. (6) In the room at the top of the tower, press B at the green Action Icon to unlock the gate at the end of the path.

A helicopter and more guys enter the area to stop you. Move back to the doorway of the room to avoid the bullets from the chopper. Grab a canister on your way out and toss it at the assassin at the top of the ramp. That takes care of a few guys, but more are coming. Crouch outside the doorway and wait for them to get in range. When you get a target, unload on them. When no more show up to die, grab health or Armor, and run down the ramp to the main pathway. (7) Follow the path to the gate, and activate the green Action Icon. After the gate opens, run through to enter the next area.

TIP

A rocket launcher is in the tower (one of the assassins dropped it). Take a potshot at the copter with it, or use it on the group of rain-coated freaks charging you. Our vote? Go for the freaks.

Cliff Part 3

ENEMIES

Mercenary

Strength: *Low*
Weapons: *SPAS-12 Shotgun, AKM Assault Rifle, MP5-A5 Submachine Gun*

Assassins

Strength: *Low*
Weapons: *M4 Carbine Assault Rifle, MP5-A5 Submachine Gun, AKM Assault Rifle, PSG 1 Sniper Rifle*

WEAPONS

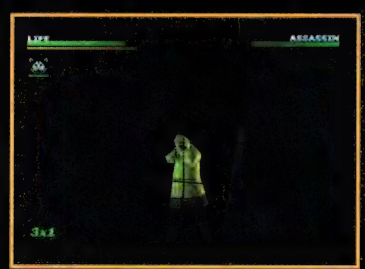
SPAS-12 Shotgun
AKM Assault Rifle
MP5-A5 Submachine Gun
M202A1 Rocket Launcher
M4 Carbine Assault Rifle

ITEMS

Armor
Small Health Pack
Large Health Pack
Canister
Cargo Lift Control Key

FIND HILDY 4

Snipers are covering this area, so crouch against the right wall. Target the assassin on top of the building in the distant left with your sniper rifle. More guys with guns are on the dock. Zoom in and drop them. Save at least one bullet for your sniper rifle. Move to the rock on the left and zoom in on the sniper in the distance to the right.



When the snipers are dead, run down the path and onto the stairs. From here take out the fools on the dock ahead. (1) When the closest area is clear, run up and duck behind the crates. Stay low until an enemy gets in range. Pop up and blast them with your AKM. (2)

When you don't see any more fools, stay in a crouch and head down the dock to the building at the end. Before you get there, more guys run around the building and shoot at you. Keep to the cover of the crates and take them down one at a time. When the dock is clear, shoot the guy on the boat to the right.

FIND HILDY 5

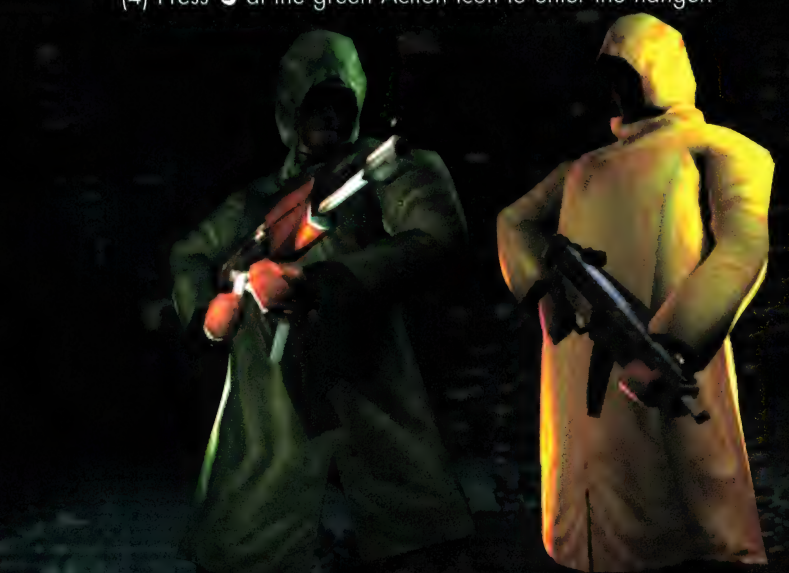
On the other side of the dock, across from the boat, is a set of stairs leading down. Follow them to the walkway below and get your MP5 ready for action. When you get to the base, fools shoot at you from the opposite side. (3) Unload your gun into them until no one is left alive.

Follow the wooden walkway until you get to the end. There is a room with Armor, a Large Health Pack, and a red Action Icon. (4) Press B to find out you need a key to operate it. This brings in a helicopter and more enemies. When there's a break in the gunfire, backtrack along the wooden walkway. Shoot the guys above you as you go.

When your path takes you under the dock, a few enemies decide to come down the stairs. Use your AKM to fill them with lead. Run up the stairs and over their bodies, shooting anyone stupid enough to show his face. Use the rocket launcher to either shoot the helicopter (it's hard to target), blast the creeps on the dock, or save for later.

At the top of the stairs go left along the dock toward the building at the end. More goons continue to show up, so drop them as you go. Don't stop to fight or that helicopter will cut you to shreds. Follow the path right around the building until you find the assassin hiding in the back. Kill him to get the Cargo Lift Control Key, which sends the helicopter on its way. (5)

With the area now deserted, go around the building and down the stairs. Follow the wooden walkway to the elevator at the end. (4) Press B at the green Action Icon to enter the hanger.



Hanger Part 1

ENEMIES

Security
Strength: *Low*
Weapons: *SPAS-12 Shotgun, .50 Automatic Pistol, .45 Automatic Pistol, M11 Silenced Machine Gun*

Security Leader
Strength: *Low*
Weapons: *MARK 3-A2 Automatic Shotgun, M11 Silenced Machine Gun, M79 Grenade Launcher*

WEAPONS

SPAS-12 Shotgun
.50 Automatic Pistol
.45 Automatic Pistol
M11 Silenced Machine Gun
M79 Grenade Launcher
AKM Assault Rifle
MARK 3-A2 Automatic Shotgun

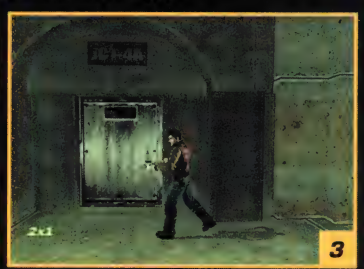
ITEMS

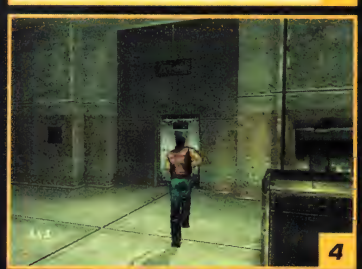
Armor
Small Health Pack
Large Health Pack
Canister
Level Two Security Pass

FIND HILDY 6

Now that you're in the hanger, run for the door ahead. When it opens and security forces rush in, duck behind the crate on the right side. (1) Use this cover—and your MP5-A5—to drop those guys. When the room is clear, go through the door they used.

When you get to the next room, run for the stack of supplies on the right wall and crouch. Pop and shoot anyone in range with your AKM and use Shadow to rip out some poor guy's throat. (2) When no one else gets close, keep to your cover and use the M4 to get the fools in the distance. When the last one falls, run over their corpses and try the door Ⓑ behind them. (3)





As you face the door more security personnel enter the area from a door on the left. Turn around and run for the large square pillar on the right. Take out any security people as you go. Shoot the rest from the cover of the pillar. When those fools are toast, run for the door in the right wall. (4)

FIND HILDY 7

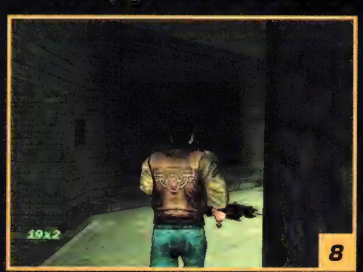
After you pass through the door, run for the corner in the left wall and shoot the security guard who gets too close. (5) Enter Wall Mode and turn the corner to pop the group of enemies waiting to kill you. Continue to pop and shoot until everyone in the hallway is dead.

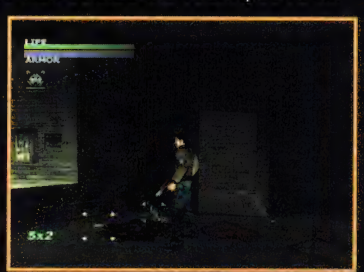
Run to the end of the hallway and turn into the new hall on the right. Duck behind the box on the left wall before the security guard can shoot you. From your cover rise and use your .45's to shoot everyone you can see. (6) Leave your cover and pop anyone who might be hiding in the first doorway on your left. Proceed to the end of the hall.

Before you go through the door, ready a weapon for which you have a lot of ammo, such as the AKM or .50 pistol. Run through the door and to the right, shooting any security officials who try to stop you. Keep moving because a goon on the upper level has a grenade launcher and is aiming at your head. Continue up the stairs on the right until you get to the upper level. Kill everyone up there and run from any grenades going your way. (7)

FIND HILDY 8

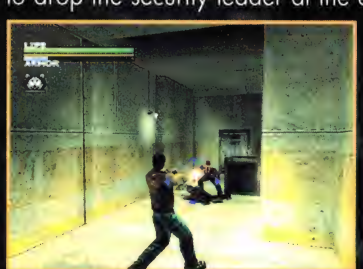
When everyone is dead, follow the upper walkway to the left and down a hall at the end. At the end of the hall is a small room with a large glass window and another hall to the left. (8) Move to the window to see a security leader with his back to you. Shoot out the window and shoot him before he shoots you. Grab the Level Two Security Pass from his body and any goodies in the room. Shoot the security guard who rushes to the hall outside the room you're in.





Backtrack down the hallway until you get to the room where you disposed of the guy with the grenade launcher. Get the launcher ready and take out the guys below. Switch to the AKM and shoot the two guys on the upper level.

Follow the path, go down the stairs, and shoot the security official who storms into the room. Go through the door and use the left wall as cover. When two goons show their faces at the end of the hall, use your .50 to blow them off. Move to the end of the hall and through the next doorway. Run to the left and use your pistols to kill anyone in range as you duck behind the box on the right wall. Use the AKM to drop the security leader at the end of this new hall.



Step over his body and into the room beyond. As you enter, security personnel open fire. Shoot the closest target and run for the square pillar to the right for cover. Use your pistol to finish off everyone else in the room. When everyone is dead, head left and press B on the green Action Icon to leave the area. (3)

Hanger Part 2

ENEMIES

Security

Strength: *Low*
Weapons: *SPAS-12 Shotgun, .50 Automatic Pistol, MP5-A5 Submachine Gun, AKM Assault Rifle, M210 Double Barrel Shotgun, PSG 1 Sniper Rifle, .45 Automatic Pistol*

Security Leader

Strength: *Low*
Weapons: *AKM Assault Rifle, M210 Double Barrel Shotgun, MARK 3-A2 Automatic Shotgun, SPAS-12 Shotgun, M60 Machine Gun, M629 .44 Magnum Revolver, M92 Silenced Pistol*

Assassin

Strength: *Low*
Weapons: *M4 Carbine Assault Rifle*

Mercenary

Strength: *Low*
Weapons: *.50 Automatic Pistol, MARK 3-A2 Automatic Shotgun, M4 Carbine Assault Rifle*

WEAPONS

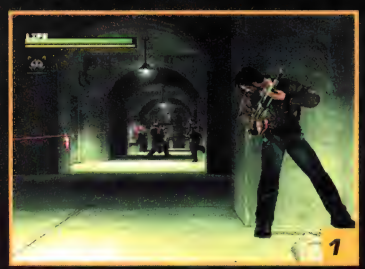
SPAS-12 Shotgun
.50 Automatic Pistol
MP5-A5 Submachine Gun
.45 Automatic Pistol
AKM Assault Rifle
M92 Silenced Pistol
M629 .44 Magnum Revolver
M210 Double Barrel Shotgun
PSG 1 Sniper Rifle
MARK 3-A2 Automatic Shotgun
M60 Machine Gun
M4 Carbine Assault Rifle

ITEMS

Armor
Canister
Level Three Security Pass
Elevator Fuse

FIND HILDY 9

The hallway in which you emerge is long, narrow, and filled with bad guys. Get close to the wall and use the beams as cover. Enter Wall Mode to pop out and smoke any guys who charge you. (1) If you can, launch a grenade down the hall to take out multiple enemies at once. When the nearby enemies are dead, leave your cover and head for the next pillar. Enter Wall Mode again to shoot anyone in range. When everyone in the hall is dead, run to the end.



The door to the right is locked, so go left. When you go through the door, a security leader shoots from the right. Let Shadow take him down. (2) More goons enter the hall. Use the beams on the side of the wall for cover as you blast them with your AKM. Move through the doorway at the end and into a curved hall.

Stay close to the right wall. When a security leader comes down the hall and around the bend, it's time for Shadow again. (3) Switch to your AKM and blast his buddies behind him. If you run out of ammo for the AKM, use your pistols. Kill your enemies and get to the door at the end.

3

FIND HILDY 10

Go through the door, up the small hall, and into the room beyond. Enemies are waiting for you there. Shoot anyone close by as you run for the machinery to your right. (4) Use the cover to pop and shoot your enemies who are hiding in the room. If anyone charges you, take him down first. Watch the right side and don't let anyone sneak up behind you.

When the room is clear, head up the stairs in the back. When you get to the top, two security guards rush down the walkway to get you. Stop them dead with your .50 pistols. Continue down the walkway and move to the corner of the hall on the right. Down the hallway, two guards are discussing the elevator before one walks toward you. Turn the corner and blast him with your MARK 3-A2. (5) Use your AKM to blast the second one down the hall.

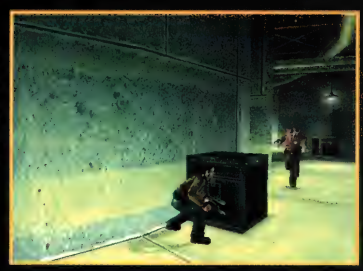
4

5

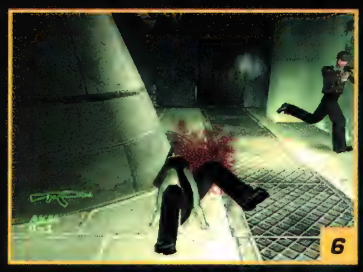
Pick up the Level Three Security Pass from the body of the security leader. Head down the hall to the walkway above the room. You'll be back, but first you need a fuse. When you get back to the walkway, more guys enter the room below. Use your AKM and pistols to drop them. When the room is clear, head down the stairs at the end of the walkway.

FIND HILDY 11

Backtrack through the room, out the door, and through the narrow hall. More guys are waiting in the bending hallway. Release Shadow on the first guy to get in your way and duck behind the box on the left. Use the cover to pick off the rest of the guys in the hallway.



Follow the curving hall to the end and go through the door. Proceed through the next hall and into the first hallway you came down in this area. To enter, press Ⓑ at the green Action Icon on the door across from you. Once through the doorway, move to the left and release Shadow to drop the guy closest to you. (6) Equip your AKM and drop the rest of the fools in the hall. Run to the end and enter another hall that curves. Run down the hall, past the door on the left, all the way to the end. Grab the Armor, then backtrack down the hall. When security forces emerge from the doorway, duck behind the box near the Armor. Stay behind the cover and use Shadow and your pistols to drop them quickly. (7)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7

8

Make your way down the hall and to the door that is on your right. Head inside and smoke any security personnel you find. (8)

FIND HILDY 12

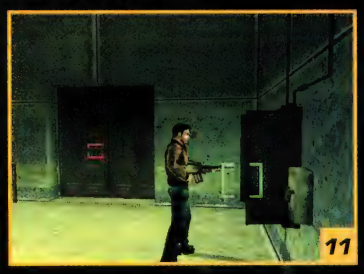
Head to the small room across from the doorway. Somebody behind the black boxes has a shotgun. Move to the edge and listen for the gun blast. After he fires, turn the corner and blast him. (9) Grab the Elevator Fuse and head for the door out. More guys have entered the large room. Use the cover of the pillars to take them out. Those guys are tough, so get rid of them with a canister or your big guns.

9

With those guys dead, leave the room and enter the curved hallway. Move right and get ready for action. Use Shadow to take out the first fool in your way and the M60 to finish off the rest.

Follow the curved hallway to the end and into the next hallway after that. That hallway is enemy-free, so run to the door at the end. Go through the door and into the first hallway you used. Down the hall to the left are a few enemies who aren't happy to see you. Forget them and run through the door across from you. More enemies wait for you there. Unload your M4 into them until they're all dead.

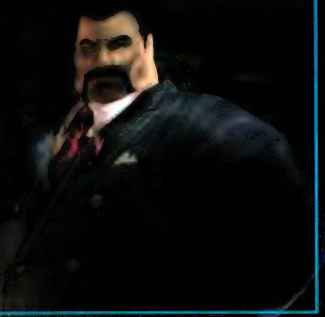
Run through that hall and into the next curved hallway. That hall is enemy-free. At the end, head through the door and up the narrow hall. After you go through the next door, run to the machinery to the right and use it as cover from the enemies on the walkway above. (10) Run around the right of your cover and fire your big guns, such as your rocket launcher, M4, or M60. When those fools are toast, head up the stairs in the back. At the top of the stairs, follow the walkway to the small room at the end. Once in the small room, press B at the green Action Icon to get the door on your left to work. Press B at the Action Icon on the new door to enter the next area. (11)



Helicopter Landing Pad

Pinnacle

Weapons: *None*
Items: *Large Health Pack*



When you get outside, grab the full health on the boxes ahead if you need it. Run to the right and then left down the ramp.

Inside the room you see Fahook and Hildy. Fahook has the files with everybody's dirty secrets.

Hildy was expecting cash, not the bars of gold on the desk.

Hildy was played! Pinnacle comes up from behind and shoots her in the back, causing her to crash through the window in front of you.

Pinnacle gets close to the window, so you pull him out. It's time for a fistfight.

Pinnacle is as big as a forklift and throws a powerful punch. To defeat him, you need to tire him out. Get close to him so he throws a lot of punches at you, but back out of his reach.

After a flurry of punches, Pinnacle doubles over as he tries to get back his wind. Run behind him and press B to start choking him from behind. When his Oxygen Gauge comes up, continuously tap A and B. His Health Meter starts to diminish until he's finally able to throw you off his back.

Continue the process of getting Pinnacle to throw punches and tire out so you can choke him from behind. Avoid Pinnacle's punches or you'll be in a lot of pain. If he happens to grab your neck and hold you in the air, you'll start to lose your oxygen. Continuously tap A and B to get your air back, and kick Pinnacle in the face.

After you choke the life out of Pinnacle, he crumples to the ground. He won't be granting you that pardon anytime soon. Oh well. You can call it even. You better hurry after Fahook.

Hanger Interior

LEGEND
- Armor
- Canister
- Large Health Pack

ENEMIES

Security
Strength: *Low*
Weapons: *.45 Automatic Pistol, SPAS-12 Shotgun, .50 Automatic Pistol, M11 Silenced Machine Gun*

Security Leader
Strength: *Low*
Weapons: *AKM Assault Rifle*

WEAPONS
SPAS-12 Shotgun
.50 Automatic Pistol
M11 Silenced Machine Gun
.45 Automatic Pistol
AKM Assault Rifle

ITEMS
Armor
Canister
Large Health Pack

PLANT THE EXPLOSIVES 1

Run through the doors that Fahook was behind. Get the Armor and Large Health Pack in the corner to the right. Move to the chests on the other side of the room and press B at the green Action Icon. Now you have some explosives.

You'll need those explosives in the interior of the hanger. To set the explosives, press B at the green Action Icons located around the hanger. You start on a walkway high above the hanger. The steps to the floor is in front of you. Before you go, use your sniper rifle to pop the guy guarding the steps down the way. (1) Run down the steps and when you get halfway down, look over the railing. Shoot the fool on the ground below you with your MP5-A5.

When you reach the floor, hook around the steps to the left and follow the wall. Shoot anyone who gets in range as you go. Halfway down the hanger wall is a piece of machinery with a green Action Icon. (2) Press B to plant the first explosive. Make a path to the back of the plane where you'll find the next green Action Icon to place another explosive. (3) Drop any security guys nearby who are shooting at you.

TIP

Enemies respawn until you plant the explosives. Concentrate on planting the explosives and kill only those enemies who are in your way.

PLANT THE EXPLOSIVES 2

From the back of the plane, run to the corner of the opposite wall. The third green Action Icon is on a set of crates. (4) Once that explosive is planted, keep the wall to your left and run the length of the hanger. Halfway down is a forklift to the right. Plant the fourth explosive at the green Action Icon behind it. (5)

Run to the wall you left and follow it to the corner. There you find the last green Action Icon. (6) Plant the explosive by pressing B. Avoid enemy gunfire until you move on to the next part.

When the last explosive is set, the twins enter from the hanger door heavily armed.

They dive to the sides and start shooting.

A pile of weapons is scattered near the forklift. Better get to them and kick some twin butt!

DEFEAT THE TWINS BEFORE TIME RUNS OUT

Shadraka and Meeshaka

Weapons: *.45's, Grenade Launcher*
Items: *Large Health Pack*

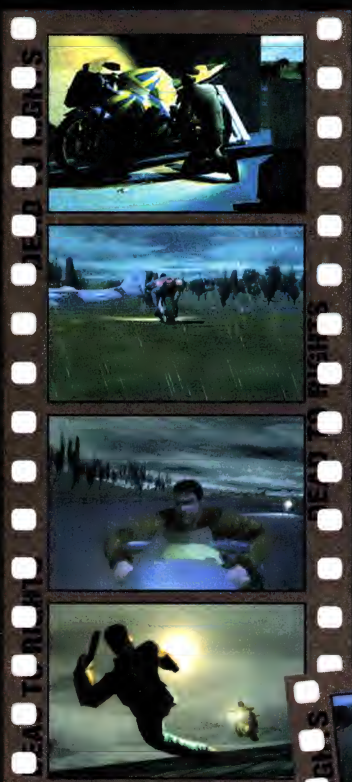
To defeat the twins, concentrate on taking down one at a time and using your slow-motion dive Y. When time starts ticking down, find your first victim. Run at her until she gets in range then enter a slow-motion dive. Unload a weapon that is fairly fast and has a lot of ammo, such as your pistols or submachine gun.

Go after Meeshaka first. She's the one with the two .45's. Use your best weapons against her because those guns will cut you down fast. Dive at her and unload a few clips into her. Enter as many slow-motion dives as you have adrenaline for, as long as she is still alive. When she falls dead you can kill her sister.

Shadraka is the one with the grenade launcher. It might be powerful, but at least it's slow. Charge her and release the rest of your ammo into her. Grab the weapons near the forklift if you need them.

After the second twin drops, get out of there. Run for the door that faces the nose of the plane. (7)

Press B at the green Action Icon to leave the area.



As you exit the hanger you see a mechanic working on a motorcycle. It would make a nice getaway vehicle, so you hit him over the head with a wrench and steal his bike.

It's a race to Fahook's departing plane.

When you get close the cargo doors open and another rider appears behind you.

Men fire at you from the belly of the plane. Race your bike on the edge of the runway and shoot the guy behind you.

Turn your attention to the guys on the walkway of the plane. Shoot them dead as you fly toward them and land on the walkway of the plane. Go inside.

Chapter Fourteen: Heavy Cargo

You've made it onto Fahook's private plane. All the gold stacked about makes this a heavy load. You've got to get the plane on the ground somehow.

Lower Deck

LEGEND
Armor

ENEMIES

Thug
Strength: Low
Weapons: .45 Automatic Pistol, .50 Automatic Pistol, AKM Assault Rifle

Enforcer
Strength: Medium
Weapons: M11 Silenced Submachine Gun, AKM Assault Rifle

Lieutenant
Strength: Medium
Weapons: PSG 1 Sniper Rifle, M11 Silenced Submachine Gun

WEAPONS

.50 Automatic Pistol
.45 Automatic Pistol
AKM Assault Rifle
PSG 1 Sniper Rifle
M11 Silenced Submachine Gun

ITEMS

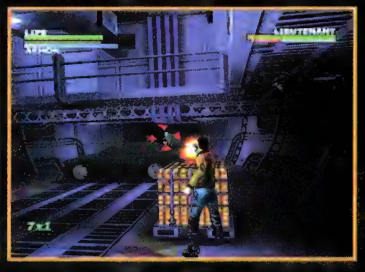
Armor
Mid Deck Access Card

RECOVER THE EVIDENCE FROM FAHOOK 1

A lot of fools want to kill you. From your starting spot behind the boxes, wait for the thug to get close. When he does, grab him as a Human Shield. (1) With your shield in front of you, shoot the other two thugs in the room. More thugs enter the room from the doors behind them. Shoot them as well. When your Human Shield dies, double fist your guns to take down your enemies.

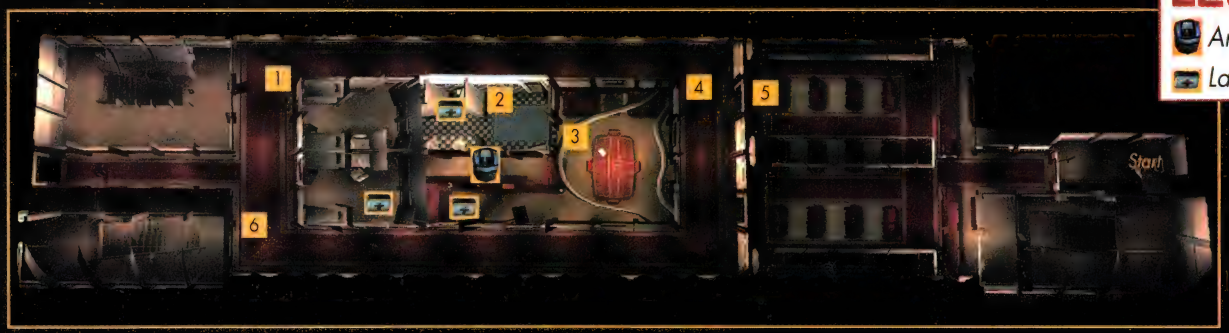
When the room is clear, run through the left door and duck behind the green box in front of you. From this cover, shoot the enforcer who shows his face and grab Armor. (2) Keep to the cover and pop the other enforcer in the area. When he's dead, use your AKM to drop the lieutenant at the back of the room.

Pick up the weapons and step over the lieutenant's body to go through the door behind. Ready your AKM, run down the hall, and go through the next door. After you get into the next room, enter a slow-motion dive Ⓨ. Three enforcers guard the walkway above the room: One to the left, one to the right, and one straight ahead. While diving, use the AKM to target and kill each one. When the last falls, duck behind a stack of gold to the sides. (3) A guy behind the car in the back of the room is trying to blow off your head. Ready your .50 Automatic Pistol, rise, and shoot. When he falls, grab the Mid Deck Access Card.



Return to the narrow hall you used to get to there. Run to the double doors at the other end and make a left just before you get there. Press Ⓑ at the green Action Icon on the door, then run up the stairs. (4)

Middle Deck



LEGEND
- Armor
- Large Health Pack

ENEMIES

Thug
Strength: *Low*
Weapons: *SPAS-12 Shotgun, M11 Silenced Submachine Gun*

Enforcer
Strength: *Medium*
Weapons: *.50 Automatic Pistol, MP5-A5 Submachine Gun, M11 Silenced Submachine Gun*

Lieutenant
Strength: *Medium*
Weapons: *.50 Automatic Pistol, M11 Silenced Submachine Gun*

WEAPONS

.50 Automatic Pistol
M11 Silenced Submachine Gun
SPAS-12 Shotgun
M92 Silenced Pistol
MP5-A5 Submachine Gun
AKM Assault Rifle

ITEMS

Armor
Large Health Pack
Access Card

RECOVER THE EVIDENCE FROM FAHOOK 2

After you enter the middle deck, move to the wall across from you. An enforcer is around the corner to the left. Ready your M11's and grab him as a Human Shield. (1) Walk down the hallway and drop the enemies as you go. When your shield dies, finish off anyone remaining.

To enter the bathroom go through the last door on the right in the hall. Enter Wall Mode against the toilet stall next to the urinal. Pop out and shoot the thug hanging out in there. (2) After he falls, turn around and crouch next to the other exit. Creep through and blast the guy in the other room behind the bar. (3)

Stay low and go around the bar to the right. Rise up and pop the guy in the corner. Grab the goodies behind the bar.

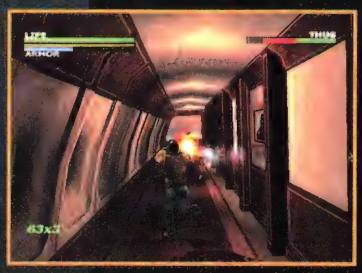
NOTE

If you follow the hallway around to the other side of the airplane you'll find more enforcers with guns. You don't have to fight them, but if you want to kill them, go ahead.

RECOVER THE EVIDENCE FROM FAHOOK 3

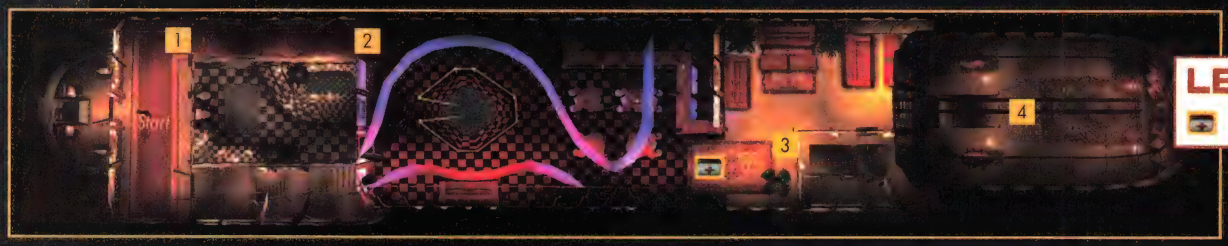
Run back to the bathroom and into the side hallway. Move to the right and stop at the next corner. Get into Wall Mode and pop out to shoot your pistols into the two enforcers around the corner. (4)

From this end of the hallway there are two doors leading to the left. Plenty of bad guys with guns are in the next room. Run through the door and duck behind the seats to the left. (5) Rise and shoot the enemies in the room. Take them out one at a time. Shoot the ones that have the best view of you first. The M11 works great on nearby enemies and the AKM takes out those far away. The last one drops an Access Card. Scoop it up.



The door ahead is locked. Go to the hallway you came from. Run right and around the corner. Two thugs charge down the hall to greet you. Welcome them with your AKM and leave them dead. Stop at the next corner. More thugs are waiting to the right. Use Wall Mode and turn the corner to blast them with your M11's. The door after the hallway has a green Action Icon. (6) Blast the fool down the hall to your right, then press B at the door to move into the room and go upstairs.

Top Deck



LEGEND
Large Health Pack

ENEMIES

Dancer
Strength: *Low*
Weapons: *None*

Enforcer
Strength: *Medium*
Weapons: *M11 Silenced Submachine Gun, .45 Automatic Pistol*

Lieutenant
Strength: *Medium*
Weapons: *.45 Automatic Pistol, M11 Silenced Submachine Gun*

WEAPONS

.45 Automatic Pistol
M11 Silenced Submachine Gun
SPAS-12 Shotgun

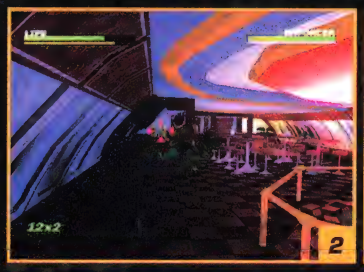
ITEMS

Armor
Large Health Pack
Observation Deck Access Card

RECOVER THE EVIDENCE FROM FAHOOK 4

You've made it to Fahook's fancy top deck. He must be around there somewhere. Grab the lieutenant walking away from you and use him as a shield as you shoot the two enforcers around the corner to the right. (1) Go into the bathroom on the right and take out the two guys in there. When they're dead, go back into the hall you came from and go right.

Run through the door and get ready for action. Use your .45's to take out the two goons behind the bar ahead of you. (2) Turn right and drop the enforcer over there. Duck behind the bar and use your M11's to drop the guy at the far end of the bar. Your pistols work well against the enforcer standing behind the tables and chairs. When the immediate area is clear, grab the weapons and the Observation Deck Access Card the enforcer dropped.

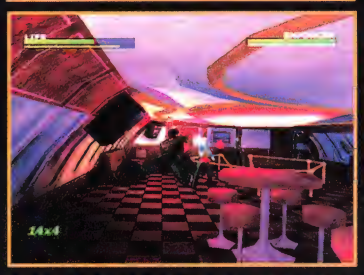


RECOVER THE EVIDENCE FROM FAHOOK 5

Run through the room, past the tables, and into the next area. Shoot the enforcer to the left, then enter Wall Mode. (3) Use this technique to drop the other enforcer around the corner.

Step over the bloody pools and press B at the green Action Icon on the door. Run up the stairs beyond and...Hello ladies! (4) You might want to help them, but they want to kick your butt. Teach them a lesson with a couple of punch combos. Take them down one at a time then run back down the stairs.

When you make it to the bar area, Fahook runs. Two enforcers try to stop you. Go into a slow-motion dive and shoot them with your pistols. Follow Fahook out the right door. (2)



Run down the hall and you hear Fahook shoot the pilot. He must be planning to send this craft to a fiery grave. Follow him as he runs through the door on the far left and down the stairs.

RECOVER THE EVIDENCE FROM FAHOOK 5

Fahook leads you to the middle deck. When he runs through the door on the right, two lieutenants try to stop you. Drop the one coming from the left hallway first. Then kill the one ahead of you. Follow Fahook through the left doorway, but have your M11's ready. Two more lieutenants wait at the top of the stairs. Enter a slow-motion dive and fire away until both are dead.

Run down the stairs until you reach the lower deck. Run through the doors on the right and through another door at the other end. Get the M4 and the AKM, then run back through the two sets of doors. In the main hallway, run straight for the tan double doors ahead. You found Fahook.

Fahook

Weapon: *MP5-A5, Fire*

Fahook seems to be a little drunk, and a little violent. Sober him up. Stay behind the box you start at, but peek around the corner to see if Fahook is looking your way.

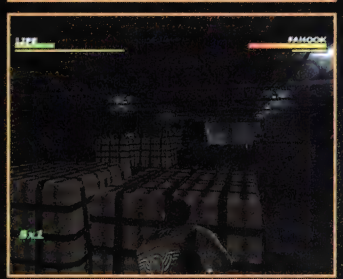
When he starts to run, make a break for the stack of gold bars to the right and crouch. From this cover, rise and shoot Fahook when he's not pointing a gun at you. The best time to unload into him is when he starts to run. Duck for cover when he starts shooting. If he runs in your direction, move to the right of the gold to keep your cover between you.

When Fahook is almost dead, he stops and takes a swig from his bottle. His Health Meter almost returns to normal. That's not very fair, but you just have to deal with it. Follow Fahook when he runs because he'll try to parachute out of the plane. When you catch him, you get a closer look at his bottle. You need to destroy that bottle to destroy Fahook.

When you start in the new area, Fahook runs by you on your right. Run straight ahead and grab the M4, but stay low. Turn around and use the stack of gold as cover. Stay behind your cover until he runs left, then run around the gold to the right. Run along the wall and grab some Armor before you head to the back of the area. Duck behind the wide stack of gold to pick up the AKM.

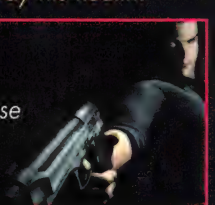
When Fahook isn't shooting at you or spraying fire in your direction, get moving. Run along the wall of the plane, then move right to duck behind the gold opposite where you started.

Use the gold as cover and shoot at him when he's not aiming at you. You can hurt him when your targeting cursor turns red. If he's taking a drink then the cursor is green and you can't hurt him. This is a good time to duck behind some cover and avoid the incoming flames. Shoot him when he runs around, then duck for cover when he takes a drink or starts aiming at you. When you run out of ammo, turn around and pick up the M4 near the open door. Repeat this procedure to take away his health.



CAUTION

When you go for the M4 don't get too close to the open cargo door. You'll get sucked out and fall to a messy death.



After Fahook loses a large chunk of his Health Meter, he says, "A toast!" and takes a swig, and this refills his Health Meter. Manually Target the bottle and fire away. When you hit the bottle he stops drinking and prepares to attack you again. Repeat this process until the bottle is destroyed.

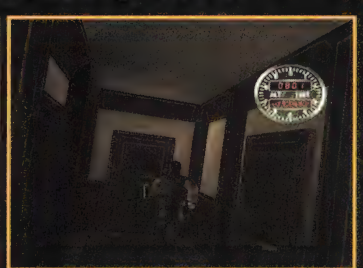
After it's destroyed, Fahook can no longer spit fire or regain health. Just keep to your cover and rise long enough to fire your M4 into his belly. When he is a bullet away from death he appears behind you on the ramp leading out. Pull the trigger to fire one more shot and send him falling to his death.

DISENGAGE THE AUTO-PILOT 1

With Fahook gone and the files in your possession, you need to land the plane. The pilot's been shot and the only way to unlock the auto-pilot is to override the two switches aboard.

You start on the top deck outside the pilot's area. The plane is dropping fast and you have only 1500 feet on the altimeter to get to the first bomb (that means you've got 15 seconds, so hustle). Run for the door to the left and down the stairs.

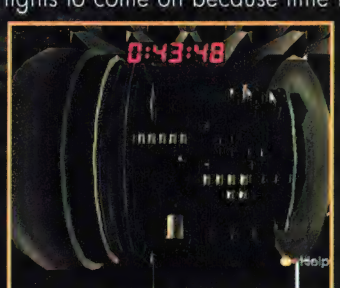
When you get to the middle deck, run straight and follow the hallway to the right. Run to the end and enter the first door you see in the left wall. Go down the aisle between the rows of seats then down the hallway to the right. Press Ⓑ at the green Action Icon on the door to enter. Straight ahead is the auto-pilot with a green Action Icon. Press Ⓑ to start disarming the bomb.



BOMB DISARM

To disarm the bomb, guide the detonator pin through the core's channel before your time runs out. The left thumbstick moves the detonator pin and the right one rotates the bomb. If the pin comes in contact with the circuitry, the bomb explodes. When you advance the pin between the electrodes your time is extended.

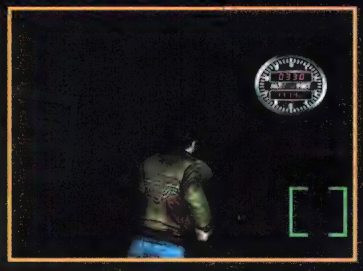
For this bomb you have 45 seconds to work the pin through the core. It is a little harder than the other bombs because the lights flicker on and off. Sometimes it's hard to see where you're going. Take your time and try to memorize the path ahead before the lights go out. You can't always stop and wait for the lights to come on because time is running out.



DISENGAGE THE AUTO-PILOT 2

When that bomb has been defused, proceed to the other auto-pilot control. You have 15 seconds to get there. Backtrack out of the small room, between the rows of seats, and down the hall to the right. Follow the hall as it bends to the left and take the short hall on the right.

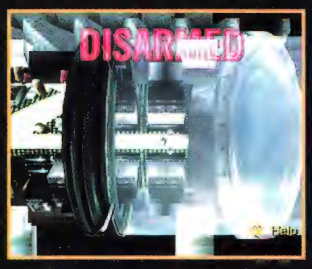
After you go down the hall you'll get to a walkway in the lower deck. Run to the left and follow the path as it bends right. Follow the walkway as it turns right and enter the immediate door on the left. Inside the room, go right and press B to start disarming the next bomb.



BOMB DISARM

To disarm the bomb, guide the detonator pin through the core's channel before your time runs out. The left thumbstick moves the detonator pin and the right one rotates the bomb. If the pin comes in contact with the circuitry then the bomb explodes. When you advance the pin between the electrodes your time is extended.

For this bomb you have 50 seconds to work the pin through the core. You can disarm this bomb just like the last. The path for the pin might be a little tricky, but stick to it and don't touch the sides. Follow the path to the end before time runs out and you live.



With the second bomb disarmed and the auto-pilot disengaged, the human pilot gains control of the plane again.

A phone call to reporter Kip Waterman is next on your list. You let him know that a plane loaded with lots of interesting stuff is about to crash. It's the story of the century.

The plane comes down heavy and crashes to the earth. Fire trucks rush in to check out the damage.

A news van speeds off with you and Kip. You give him the files that Fahook had stolen.

It's time to go to the Bay Bell and pay a visit to Hennessey.

Chapter Fifteen: Story of the Century

It's pitch black by the time you make it to the Bay Bell. You might be battered and bruised but the fight isn't over yet. The list of the freshly dead is a long one. Some on the list you even considered friends. Everyone seemed to be on the list except the one person who deserved it the most: Hennessey.

Lobby 1

ENEMIES

GAC Unit
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun, M4 Carbine Assault Rifle, MARK 3-A2 Automatic Shotgun*

WEAPONS

MP5-A5 Submachine Gun
M4 Carbine Assault Rifle
MARK 3-A2 Automatic Shotgun

ITEMS

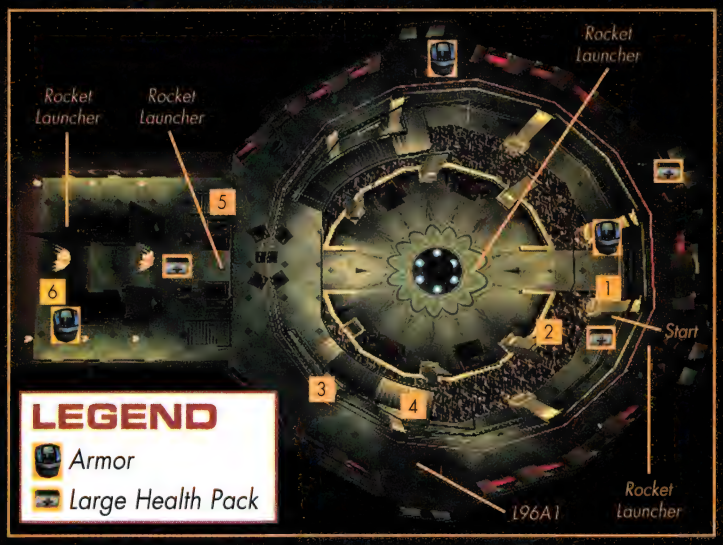
Armor

DESTROY THE GAC ATTACK CHOPPER 1

You're back in the lobby again staring at the closed doors of an elevator. Get Shadow ready before the doors open. Start to move right, and when the doors open, release Shadow to kill the GAC unit inside.

GAC units flood the lobby in an attempt to put you down. Don't waste your time or health fighting them. Run to the right when the first GAC unit falls. In either corner is a door with a green Action Icon. Press B when you get there to open the doors and move out of that area.

Lobby 2



ENEMIES

GAC Unit
Strength: *Medium*
Weapons: *MP5-A5 Submachine Gun, M4 Carbine Assault Rifle, MARK 3-A2 Automatic Shotgun, M202A1 Rocket Launcher*

WEAPONS

MP5-A5 Submachine Gun
M4 Carbine Assault Rifle
MARK 3-A2 Automatic Shotgun
M202A1 Rocket Launcher
L96A1 Sniper Rifle

ITEMS

Armor
Large Health Pack

DESTROY THE GAC ATTACK CHOPPER 2

From the large lobby, run to the pillar on your left. Move to the right corner and get into Wall Mode. Pop around the corner and open fire on the GAC units near the fountain. Stay behind the pillar as they charge, and take them out one at a time. (1) Watch for incoming rockets from across the way.

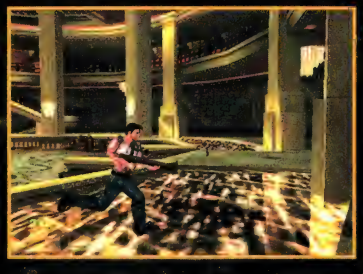
When the immediate area is relatively enemy-free, make your move. Wait for the guy across the way to fire his rocket, then leave your cover and get the rocket launcher in front of the fountain. Shoot any GAC units that rappel down to the fountain area from the helicopter. After you get the launcher, run back to your cover and wait for the incoming rocket.

When the coast is clear, run around the left of the pillar. Go through the water and stand next to the rail. Use an M4 to blast anyone nearby, then switch to the rocket launcher. Manually Target the helicopter above you and fire a rocket. After one shot, run to your cover before you get blasted. When the coast is clear, run to the rail and fire your second rocket. (2)

DESTROY THE GAC ATTACK CHOPPER 3

With two rockets gone and the helicopter damaged, you must find more weapons. Get behind the pillars and run left around the room. When you run past the staircase get Shadow ready. The GAC unit with the rocket launcher is on a ledge of a room ahead of you. (3) When you get to the second pillar past the stairs, have Shadow target that GAC unit.

Turn around and run the way you came. Shoot the GAC unit who charges down the stairs. (4) Run to where you started and clear the area of all nearby enemies. When the coast is clear, run to the railing and fire both your rockets at the helicopter above. (2)



DESTROY THE GAC ATTACK CHOPPER 4

Find one more rocket launcher. Run around the room to the right and keep close to the wall behind the pillars. On the other side of the lobby is the room where you killed the guy with the rocket launcher. Run up the first set of stairs on your right. (5) Run straight into the room and follow the walkway as it turns left. Pick up the M202A1 Rocket Launcher and head for the Armor across the room. Drop the GAC units who try to swarm you. (6)

Don't stay to fight those fools or you'll end up dying. After you get the Armor, make a left around the corner and charge down the stairs in front of you.

CAUTION

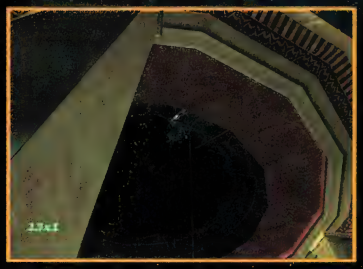
You might have killed one GAC unit with a rocket launcher, but there is another. He's hiding way up high in the walkways above the lobby. Don't pay him much attention, but if you see a rocket heading your way, run.

DESTROY THE GAC ATTACK CHOPPER 5

When you reach the base of the stairs, hurry to the right and follow the wall all the way back to the pillar you started behind. If the area is clear when you first get back, run to the railing and fire your rockets before ducking for cover. If the area is crawling with bad guys, go directly to the pillar. Stay behind the cover of the pillar and kill them one by one. Watch your back because these guys like to sneak up behind you. Play it safe and don't expose yourself.

When the area is clear, run to the railing and fire your last two rockets at the chopper. This leaves the helicopter close to falling apart, but not out of the sky just yet.

Use your M4 or MP5-A5 to shoot it down. Unload ammo into the nose of the chopper then look around for more. When more GAC units show, kill them and take their weapons. Run to the railing and unload ammo until the helicopter bursts into flames.



After the helicopter bursts into flames, Hennessey shows up to greet you. His electric shield is scary looking.

He congratulates you on killing the mayor. He seems happy when he thinks he's going to get all that gold. Hennessey thinks the gold will buy him power. But if you have your way it will only buy him a nice funeral.

Hennessey wants those files. Unfortunately for him, you gave them to a friend...who is a news reporter. The news is on, so Hennessey can hear his name being mentioned in connection with wrongdoing.

Hennessey

Weapons: *Electric Shield, Taser Gun*

Hennessey is raging mad and charges you. This is his weakness. Position yourself so that you're in between him and the fountain. Stand to the left, at the edge of the fountain.

When Hennessey is stationary, his shield is blue. When it turns white, he's about to charge. When it's pink, he's on the move. When Hennessey's shield turns white, start to move slightly right. As you move, the shield turns pink and he charges you. Run farther to the right and get out of his way.

With the path clear, Hennessey crashes into the fountain where he's shocked and knocked backward. Under his Health Gauge is his Shield Gauge. When it reaches nothing, his shield is useless. Don't worry about attacking Hennessey. He does all the work for you.

After Hennessey is flung backward, resume your spot on the left side of the fountain and wait for him to charge. Repeat the process until his shield is gone. As you stand in front of the fountain, he zaps you with his taser gun. It doesn't take much health so stand your ground and wait for his charge.

If Hennessey connects with his shield you'll take damage. Avoid being hit. When you finally break his shield he takes off running.

Corridor to Boiler Room

ENEMIES

GAC Unit

Strength: *Medium*
Weapons: *None*

WEAPONS
.45 Automatic Pistol

ITEMS
Armor
Large Health Pack

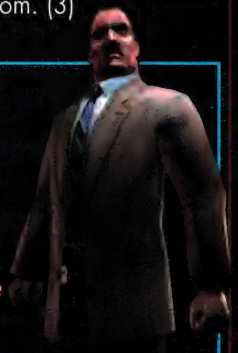
DEFEAT HENNESSEY

Follow Hennessey through the corridor. That coward must be hiding in the boiler room. Run around the corner to face a couple of GAC units. You lost your guns, so take them down with your fists and feet. (1) After they're dead, more fools run from the other end of the corridor. Greet them with punch and kick combos. (2)

When everyone is dead, follow the corridor to the end. Pick up the Armor and the .45, then press B at the green Action Icon on the door to enter the boiler room. (3)

Hennessey

Weapons: *Flaming fists*



When you enter the boiler room, Hennessey jumps you and your gun goes flying. Then he starts bagging on your old man. He's been asking for it for a long time, and you're just the person to bring it. Hennessey charges in with his flaming fists.

To defeat Hennessey, beat the crap out of him. This involves hitting him while avoiding his attacks. When he charges, back up to create space and keep circling him. He's moving a bit faster than Jack, so when he gets in range, hit him with your punch or kick combos. Block his attacks if he blocks yours.

Avoid the flames shooting out of the floor. You can tell when a flame is about to go off because sparks start to spurt up and the ground turns red. If you hit the flame you get knocked of your feet and lose health.

After Hennessey loses half his Health Meter, he turns up the heat and opens the boiler room doors. That's your key to success. Beat on him like you have been, but get his back to the open flames. Knock him in to rob him of his health. When Hennessey barely clings to life, knock him in the flames to finish him off.

When you thought it was over, Hennessey rises from the dead and out of the fire.

He doesn't look happy and charges at you. It looks like he has full health, but he isn't strong anymore. Block his attack and throw a few more punches to knock him down for good.

It's finally over. Hennessey is dead and the truth is out there. The Feds are on the case, so get away from Hennessey's dead body.

With Hennessey, Blatz, and Fahook dead, there will be a new struggle for power. It will take more than you to cleanse the city of crime. It would take an atom bomb.

Your bundle of sins will haunt you the rest of your life, but bringing the bad guys down should have its own good karma down the road. Somewhere other than Grant City. Leave that place: the city where fortunes are lost and found on a daily basis.

Prima Interview with Dead to Rights' Senior Producer, Andre Emerson

1. What influenced the gritty feel of DTR? Movies, books, other games?

AE: *Dead to Rights™* was inspired by the heroic-bloodshed sub-genre of Hong Kong action movies (*Hardboiled, The Killer, A Better Tomorrow I & II, Full Contact*, etc.), as well as classic film noir (*Murder My Sweet, D.O.A., This Gun For Hire, Out of the Past, Brute Force, City that Never Sleeps, Killers Kiss, Chinatown, The Big Sleep, Kiss Me Deadly, Maltese Falcon*). We also took inspiration from books and graphic novels as well, like Mickey Spillane's *Mike Hammer* and Frank Miller's Sin City series.

2. What part of DTR are you most proud of?

AE: I'd have to say that I'm most proud of the variety of ways in which you can approach each scenario in the game. With one of the largest collections of gameplay mechanics ever assembled in an action game, the creativity is placed in the hands of the player. Features such as the *Human Shield, Disarms, Toss-n-Shoot* and *Commanding Shadow* to attack and retrieve really compliment the responsive targeting system and assist the player in getting through some of the tougher spots along Jack's journey. *Dead to Rights™* is designed to assist and reward the player for using its many mechanics.

3. The complex plot, the crosses and double-crosses, is a stand-out feature of DTR. Was the story full blown before the development of the game, or did it evolve with the programming?

AE: The characters, universe, and story for *Dead to Rights™* were established very early on. Screenwriter Flint Dille and I spent months in pre-production carefully weaving the narrative elements and gameplay together. I think gamers will enjoy how well its been assembled. We've made a conscious effort to ensure that the narrative is as interactive as possible. Quite often the story will advance through events in minigames, puzzles, and special gameplay scenarios.

4. The weapons have very distinct characteristics; the different pistols are useful for different situations, for example. What kind of research was done on the armament?

AE: Well, we do have some gun nuts on the team, but we'll allow them to remain nameless to stay off any unnecessary FBI lists (grin). Quite honestly though, the goal was to create a well-balanced group of weapons that would compliment the game design. After we determined what the gameplay balance was intended to be, we researched real world weapons that had characteristics that matched our balancing needs. The end result was a very cool list of weapons that are very important to different situations. For example, two M11's can be fired at once (one in each hand) this added rate of fire helps to make up for the weapon's limited range and accuracy when fighting at close range. The shotguns are my personal favorite, though; we created a buckshot logic that creates an erratic but deadly spray. This spray is devastating at point blank range, but it can also hit multiple enemies when they are grouped at shorter ranges.

5. Speaking of research, we noticed that Hildy has some wicked dance moves. Did you have to put in long hours getting the modeling right for her big number?

AE: Yeah, we had to twist some arms to get volunteers for this assignment, but after some teeth pulling we found a few guys that were willing to make the sacrifice (grin). The whole scene took quite some time to get right, so Hildy was on artists' screens all the time. All I could think every time I passed their desks was, "why didn't I go to art school?"

6. Shadow, the canine pal in the game, is a fine looking dog. Is he based on a specific man's-best-friend?

AE: I love animals and the artist who created Shadow has dogs of his own. We had fun bringing Shadow to life in the game and I think gamers will really appreciate his "smart-bomb"–like effect on the gameplay strategy. Jack and Shadow are the best of friends, but don't expect *Turner and Hooch* here....

7. Speaking of Shadow, no animals were harmed in the making of this game, were they?

AE: *Dead to Rights™* followed a simple Hollywood rule: You can shoot a thousand thugs, but *don't* kill the dog! Not to mention that Shadow's primary responsibility is that of a "smart bomb" that kills the enemy and retrieves his weapon, and nobody wants the bomb to be a dud, right?

8. We'll take your word for it. Grant City is a tough place, is it based on any particular metropolis? What inspired the creation of such a tough town?

AE: Grant City is a fictitious metropolis with a bit of a Pacific Northwest feel to it. We designed Grant City as a tough, cold, and unforgiving place to set the backdrop for *Dead to Rights™*.

9. When standing, should a man's pant cuff hang at the ankle or pass the ankle to break on the shoe?

AE: Much like Jack Slate's attire, the pant cuff should break on the shoe or rest on it, anything higher than that is suspect. However, keep an eye out for a particular foe in *Dead to Rights™* who likes his pant cuff to ride quite high. He dares you to make fun of him.

10. Thanks for the fashion tip; I've always wondered. There are hordes of nascent game designers in the world, if you could give them one piece of advice (beyond the pant cuff information) what would you tell them?

AE: You should start with a "game vision." You should be playing the game in your head well before it goes into production. Game design requires one to be able to keep the big picture in focus, while also concentrating on the smallest of details. Most game productions have a finite amount of resources that can be allotted to development, so a good designer needs to be able to adjust the scope to fit within the budget. You need to clearly communicate thoughts and document them in great detail. You have to think through the cause and effect of every design concept. It's hard work, but it's great hard work. And I hope everyone enjoys the great hard work that our many programmers, artists, and designers put into *Dead to Rights™*!

11. We have time for one more question. Are there any plans to have Jack Slate hit the mean streets again?

AE: I'd like to think so, but it's really up to the audience. I believe we've just scratched the surface with Jack, Shadow, and Grant City. There are a lot of tales that we'd like to tell.

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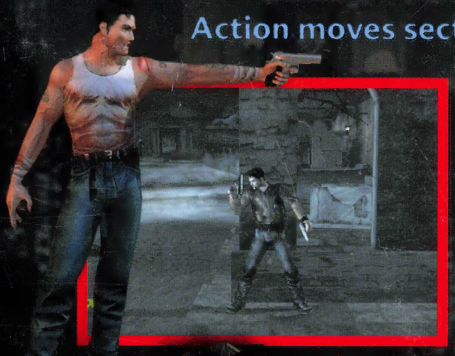

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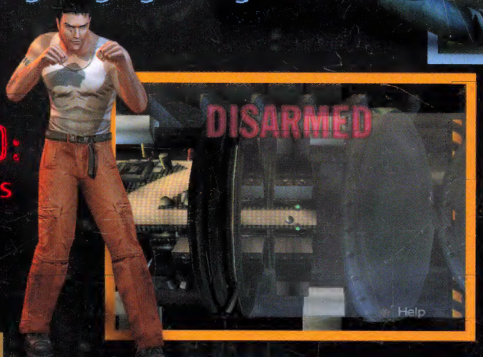

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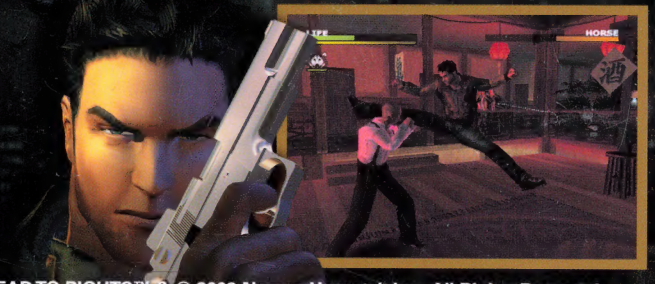

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ISBN 0-7615-3941-7

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